



SEGA SATURN

ISSUE 13

NOV 96



SEGA
No.1 FOR
SATURN

£2.75

M A G A Z I N E

DAYTONA CHAMPIONSHIP CIRCUIT EDITION

Gentlemen Start
Your Engines!

TOMB RAIDER

First Review Inside!

Street Fighter Alpha 2

The Exclusive Review!

Capcom
Sequel
Comes Out
Fighting!



**PLUS! FIGHTING VIPERS: AM2 INTERVIEWED VIRTUAL ON DARK SAVIOUR HEXEN SEGA
TOURING CAR CHAMPIONSHIP VIRTUA FIGHTER 3 SCORCHER ULTIMATE EXHUMED TIPS**





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 so by telephone.

SEGA SATURN MAGAZINE USE

DOLBY SURROUND

TO TEST ALL SOFTWARE

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After we brought you exclusive shots of the
 much awaited Daytona sequel last month, we
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 some more coverage. So here it is!

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NEWS

Yes, you just can't beat a bit of Master's coverage can you? Well, in our pursuit of the ultimate Saturn gaming magazine experience, we present this latest issue for your perusal. However, rather than tell you what sections of the mag I'm particularly happy with this month, I've decided instead to make a statement about Saturn. The JD Doom clone OUT NOW on Saturn. Well, as a PC owner and a big Quake fan I just have to say that I am mightily impressed with what the Saturn is achieving with this game. Quite frankly, it's brilliant. The JD is incredibly fast but it's the design of the game that makes it so great - you won't find a more compellingly crafted adventure on Saturn. Or PC for that matter. I've had a deluge of e-mail from people who are ready to pass up Doom and get Saturn instead because they "don't like the look of it". Well, GET YOUR EYES OPEN! Doom's look - and plays - absolutely brilliantly. Go out now. Buy it. Make it a top seller. Then perhaps GT Interactive will see sense and get Saturn Doom (Doom's creator) to do Saturn Quake.

Excellent!

Richard Leadbetter, Editor



Call The Cops!

Virtua Cop 2 Is Almost Here!



On your knees, scumbag! The party's over!



Hey there, scumbag! Time to pay the price!



Anyone who's been playing Virtua Cop 1 in the arcades could tell you just how easy this shoot 'em up sequel looks. Now with the game nearing completion, we at SEGA SATURN MAGAZINE have been given exclusive access to the third and final episode in the game. Needless to say, it's looking awesome.

In Issue #16 we revealed screenshots from the first two stages in Virtua Cop 2. Everyone agreed that they looked almost identical to the arcade, and this is equally true of the third and final stages in the game. Having pursued the nefarious gang of hoodlums across town everywhere from the shipyard to a car chase around the city's streets, the action now centres on the underground and the final attempt to follow the gun-toting crooks to their hideout.

NOTES FROM THE UNDERGROUND

Kick the bad time shoot 'em up begins with our budding Dirty Harry types moving tentatively down the stairs while enemies pop out from behind walls in ever increasing numbers. Once the ticket barrier has been negotiated and the platform cleared of unwanted scum, it's onto the train itself for a cozy ride to the gang's lair. Fortunately all this shooting doesn't take place in the sun hour. If it did there'd be thousands of dead stockbrokers, secretaries and accountants slumped over seats, and lots of bloodstained newspapers and briefcases. Instead you've got to contend with gang members popping up from behind seats occasionally with an arm tightly held about the neck of an unfortunate commuter come hostage.

OVERGROUND ON THE UNDERGROUND

The action on the tube (or the subway as Americans call it) gets all the more tense when the constant shot-fest that mayhem moves onto the roof of the train. Enemies rise their soon to be mush heads between the carriages while you go racing towards the station. There's also plenty of hanging out of the side windows of the train, your fins flinging their guns desperately as they take a bullet to





the chisel! Once you come crawling into the station the action continues on the platform. There was some speculation as to whether Sega would include all the detail from the arcade, but in the action on the brain shows, there were never any doubt as far as Sega's AM department were concerned.

GO AHEAD PUNK! SHOW ME THE WAY

After all the thrills of the brain ride, it's a matter of following the gang to their hide-out. This involves travelling along inconspicuous grey corridors while the underworlds finest come crashing down through the ceiling and the floor. There are some really nice touches – like bullet holes left in the wall when you miss – which make VC2 out as not only more detailed than its predecessor, but the ultimate shooting game on any console. Unfortunately we can tell you little more than this about the final scores because after a while we don't want to spoil the surprise.

JUSTICE IS DONE

Just like the original Virtua Cop, there's plenty of different bonuses about. You'll witness the return of the Justice Shot, which awards you with extra points if you do the decent thing and shoot enemies in the hand holding their weapon, rather than mow them down in an indignant wrath. Obviously this means there's more room to work on your accuracy and rick up the points of course. Just like Virtua Cop, maximising your score opens up further options, even when you've clocked the game. There's a huge amount of secret modes and such to discover, but we've been sworn to secrecy.

What we will say though is that they are well worth uncovering! That's all on Virtua Cop 2 for now, but know this all you Saturn faithful out there – next month we're really going to be going to town on the game with extensive coverage of each and every aspect of this ultimate trigger happy extravaganza.



I had him in my sights. He was kneeling just behind a car, aiming real bad. I knew I only had the one bullet left. It released... I braced that slow off. When you do my kind of job it's not good to think that too much. He I just leaned up, aimed, and pulled the trigger. His body slumped like a sack of old clothes onto the sidewalk. I didn't feel bad. It was a simple choice; him or me. Not me, not today.



Three headshots types you out of just about everywhere so keep 'em peeled 'Peters'.



ESP

One of Japan's greatest independent software developers have joined together to form a powerful power cartel known as ESP (Entertainment Software Publishing). The companies in question are: Game Arts, Treasure, Quintet, GSC, Sting, Japan Art Media, Banquet, Ocean House and Bits Laboratory. Most of the games planned for release seem to be FPSs, with Game Arts' extensive backlog of titles (page 16) first up for release. Treasure are working on an action game whilst Quintet have a racing game in development.

SEGA AIDS IN ONE AGE

It's confirmed. The Sega Ages collection in Japan will be bundled together and released all on one CD in Europe! That means you get Space Harrier, Afterburner and Golden Axe all on one CD. The games are also compatible with the NGCD's analogue controller thanks to particular benefits from the quips automatically. Speaking of which, Quips also includes a conversion of the Japanese version of the arcade game which has the stages in a different order, for Quips alone, this CD is well worth the asking price. It should be available in the UK around Christmas time. Anybody interested? Now that these games are out, remember to also check which games are coming next in the series. Power Ball, Galaxy Force and Miss Splosion are the fastest releases at this time.

TRIX BODDIES

SEGA ANNOUNCES THE Final Fantasy III "Super Encyclopedia of the Year" Challenge in taking place at 2:00pm on November 3, 1995 November - on it said so last month's issue "Just because you're not very good at playing around the shape as a Saturday afternoon doesn't mean you're not a winner!" Well, it just is happening as the Saturday afternoon in question you could well end up with a year's supply of games and tons of T-shirts but that's only if you need to find enough hot youth and pretend your presence at NGCD's seriously though, it's going to be a big event. TV coverage and everything. So get you are there then.



COOK UP CORNER

In our Street Fighter Alpha 2 Showcase, the personal data on each character shows buttons to press in order to choose the fighter's colours. In the Saturn version, each fighter has a different colour and whilst the information given is not as far the new one, it's slightly different on Saturn, depending on the version.

HMV CHARTS

Week ending September 23/24



If you would like to see your chart features, send in your top ten to READER CHARTS, SEGA SATURN MAGAZINE, FREDDY COURT, 30-32 HARRINGTON LANE, LONDON EC6B 8AU. Anyone who has their charts printed will receive a game for their troubles!

HMV CHARTS			SATURN MAGAZINE CHARTS			READER CHARTS		
1	Exhumed	1	Exhumed	1	NIGHTS	1	NIGHTS	1
2	NIGHTS	2	Fighting Vipers	2	Exhumed	2	Exhumed	2
3	Alien Trilogy	3	Street Fighter Alpha 2	3	Sega Worldwide Soccer '97	3	Sega Worldwide Soccer '97	3
4	Athlete Kings	4	Tomb Raider	4	Baka Baka Animal	4	Baka Baka Animal	4
5	Bubble Bobble Park	5	Virtual On	5	Guardian Heroes	5	Guardian Heroes	5
6	Busa 2 News 2	6	Sega Worldwide Soccer '97	6	Virtual Cop	6	Virtual Cop	6
7	NBA Action	7	NIGHTS	7	Gun Grillion	7	Gun Grillion	7
8	Destruction Derby	8	Dark Saviour	8	Athlete Kings	8	Athlete Kings	8
9	Virtual Cop	9	OutRun	9	Panzer Dragon Zwei	9	Panzer Dragon Zwei	9
10	Legend of Thor	10	Bombberman	10	WipeOut	10	WipeOut	10

Editorial
Looking at
charts is a
game in itself
It's not just
a game

BREAK POINT

Tennis games have had a habit of being rather spineless affairs on the Saturn. Hopefully all of this is about to change with the release of Break Point. Despite the fact it's a game of well-shaved lawns and consistent British foliage. The game features four court variations, including a famous court situated beside a hotel and picturesque beach. Up to four players can compete at any one time (playing doubles obviously) and a mixture of interactive players to choose from. We'll have a lovely preview next month.



NO CRIMEWAVE YET

In Issue #4 we previewed a game called Crime Wars, published by Titles Interactive. It's essentially a driving game viewed from an isometric perspective with a dose of shoot 'em up action thrown in. The car chase among you may be wondering what's happened to it, seeing as its release date was originally set for September. Well, since then it's been renamed Crimewave, and because programmers are perfectionists, they've delayed its release until 10th November to tweak it a bit here and there. So with any luck we should have a review in next month's issue.



DRAMATIC RALLY TIME ATTACK RESULTS! ONLY 0.03 secs BETWEEN FIRST AND SECOND!

Not since the infamous *Attack 500* match-racing scandal rocked the American baseball scene in the 1950s (or whenever) has any contest inspired such twists of controversy. The final Sega Rally Time Attack results have been played out with difficulty. Our first winner, you may recall, was disqualified, having misused the rules for entry. So it was we crowned the top two (and below) for either likely candidates, requesting their video evidence RIGHT NOW VERY QUICKLY. Of these entrants

who replied, we were happy to see their working times.

Those that didn't write back, we figure, had fished to us and found being found out as they'd

moved ahead.

As if this wasn't enough, the final results didn't have been much closer. There were only **THREE HUNDREDTHS** of a second separating first and second place! Leigh Stevenson of Aburthorpe, Wiltshire is the lucky winner with a time of 2:23.66, whilst victory John Tibbett of

Leicester comes in a close second with 2:23.69! Even more unlikely is Darren Ware, whose time of 2:23.88 was declared void because it comes for exactly the same address as Leigh's entry. So the opening third place is for Michael of Peckham, who wills away with no exclusive Sega Rally jacket and Sega T-shirt. Our top two both receive full prize, along with TEN Saturn games for John and a **FREE SUPPLY** of free games for Leigh. Well done, everyone, even if you didn't win a prize. Or get the rules right, for that matter.





**POLICE
HUNT
TATTOOED
HAWIAC**

...the ...
...the ...
...the ...
...the ...

The story says: "I have been told that you are a very good person, and I am sure that you will be a very good person in the future."

WEIHACHT MIT MENGE!

[Faint handwritten notes visible through the paper from the reverse side.]

Math

[illegible]

A small, dark, rectangular object, possibly a book cover or a piece of paper, with some text and a small illustration on it. The text is partially legible and appears to be in a stylized font. The illustration is small and dark, possibly depicting a figure or a scene. The object is placed on a light-colored surface.

THE MASON - THE MASON

RECEIVED
U. S. MARSHAL SERVICE

THE SHAW-WALKER TRUST

... ..



ACTIVISION PREPARE MECHWARRIOR

One of the best robot blast 'em ups to grace the PC EVER is Activision's brilliant MechWarrior II. That being the case, we're quite pleased to announce that the company is intent on bringing the game onto the Saturn and we've been lucky enough to catch a glimpse of the first playable code of the game.

If you've recently been replaysed from an exile in another dimension, you won't know about this brilliant first person perspective shooter. And to be honest we don't know much about it either, mostly because conceptually, this is going to be quite a bit different from the PC original with the emphasis more on action than simulation. Still, it should be a good game, what with the MechWarrior pedigree and all of that, so expect more meaty coverage in a forthcoming issue of this fine magazine.



HERE COME THE VIDEOS!

This video Mag is becoming a bit of a regular feature these days but who's complaining eh? Especially not you not when we've got five sets of three top videos to give away. Just among them is without doubt one of the greatest films of all-time, Blade Runner. This sci-fi masterpiece is part of a Screen Classics collection from Warner Home Video. Directed by Ridley Scott and starring Harrison Ford, it focuses on a

flash future where androids and humans are becoming almost indistinguishable. The effects are amazing, the atmosphere overwhelming and the action nail-biting. A must for anybody. To go with this classic, we've also chosen two videos from Warner's Beyond Vision range: volume 6 of the new Outer Limits series and volume 16 of Babylon 5, which features 'All Alone in the Night' and 'Acts of Sacrifice'. If you want to get hold of this 'rite with the best', simply send your entries to: **THEIR VIDEOS MUST BE SENT TO: SEGA SATURN MAGAZINE, 30-31, TRENCHARD LANE, LONDON, EC2A 3JG.** The competition closes on November 20th.



BLOCKBUSTER CHARTS

TOP TEN VIDEO GAMES

- 1 ALIEN TRILOGY ➡
- 2 DESTRUCTION DERBY
- 3 ULTIMATE MORTAL KOMBAT 3
- 4 GUARDIAN HEROES
- 5 WIPEOUT
- 6 PANZER DRAGON 2
- 7 TITAN WARS
- 8 GYBERIA
- 9 BUST-A-MOVE 2
- 10 TRUE PINBALL

TOP TEN RENTAL VIDEOS

- 1 BEAT
- 2 TRAINSPOTTING
- 3 GASINO
- 4 JUMANJI
- 5 FATHER OF THE BRIDE 2
- 6 DESPERADO
- 7 SEVEN
- 8 BARD WIRE ➡
- 9 CANCELOUS MINDS
- 10 VIRTUOSITY

TOP TEN RETAIL VIDEOS

- 1 101 DALMATIANS
- 2 THE X-FILES - FILE 82617
- 3 CASPER
- 4 BAD BOYS
- 5 DIE HARD II ➡
- 6 CRIMSON TIDE
- 7 GUNSTON CHECKS IN
- 8 JUDGE DRIED
- 9 TERMINAL VELOCITY
- 10 POCANONTAS



**BLOCKBUSTER
VIDEO**

HARD CORE

4x4

**OFF ROADING-
IT'S A DIRTY GAME
BUT YOU'VE GOT TO PLAY IT!**



IT'S DIRTY AND DANGEROUS...

...OPPONENTS DON'T CARE
HOW THEY FORCE YOU OFF...

...THE ADRENALIN PUMPS AS
YOU BATTLE AGAINST SIX OF THE
DIRTIEST OFF-ROAD TERRAINS...

...THE SOUNDTRACK THUMPS
AS YOU SWEAT AND SLIDE
THROUGH IMPOSSIBLE TURNS
AND AXLE-BUSTING DROPS...

...ONLY EXTREME SKILL AND
CONCENTRATION CAN KEEP
YOU IN THE GAME NOW...

...BECAUSE YOU'RE HAVING
THE TOUGHEST, DIRTIEST
EXPERIENCE OF YOUR LIFE.



INCREDIBLE HULK

Incredible Hulk - The Pantheon Saga has been in development for some time now. At last we can bring you a few screenshots from the game. Although previous *Incredible Hulk* games have had the habit of making punters very angry at the state of the gameplay, we are assured by developers US Gold that this game should do the superhero proud. The game is a mixture of beat 'em up and platform action, viewed in a 3D isometric perspective. We've seen it play at the RCTs but have yet to get our hands on it. If other games on the Saturn featuring superheroes are anything to go by, it should be a winner. Hopefully we'll have a preview next month.



Good 'ole Hulk. He might not have two sets of shoulders rather than a neck but he's cool.

NEW TOSHINDEN TERROR!

So... you thought *Toshinden Remix* on Saturn was a bit, er, disappointing eh? Well, those plucky chaps at Takara have produced a Saturn-specific version of their flagship game which features all new characters and some awesome high-resolution graphics. Just like *Vlks*, Takara have produced this game with the Saturn in mind and redesigned all of the costumes, so little 'net-caste skits aren't there this time. In fact, it's a visual feast all round. But does it match up to the AM2 duo of *Vlks* and the new *Fighting Vipers*. Find out soon in the pages of *SEGA SATURN MAGAZINE* because we can confirm that *Toshinden URA* (as it is known) is definitely getting a UK release!



It was a bit of a disappointment really...



...but hopefully this will be better.



All of the old characters are in there along with a few new ones as well. And some new moves too.



See this latest incarnation much better...



...well, lets keep a sense of proportion. Mhm.

NEW MEAN MACHINES

**DEMO
DISC
ISSUE!**

Issue 50 of **MEAN MACHINES** comes with an exclusive **DEMO DISC** for **SEGA SATURN**. Don't miss dynamite demos of **Loaded**, **NHL Powerplay '96** from **Virgin**, **Keio Flying Squadron 2**, **Alien Trilogy** and the incredible **Tomb Raider**. All you need to do is pick up an issue!

NEW DANGER

**SEXY
NEW
LOOK!**

**SPECIAL 50TH ISSUE ON
SALE NOW!**

VIRTUAL ON

CYBER TROOPERS





Games on everybody. Being your enemy? Break and take away all the aggression until they are dead! Kill, maim and destroy! That's the secret! They Sata! They Sata! They Sata!



The blue fighter standing from the background robot indicates that he's charging (about). This practice describes the power of his attacks, but makes him a little tricky to control.

It's the ultimate in giant robot combat — and it's headed for the Saturn! They said it couldn't be done! Only not very loud! Because it can! And it has been! Have a butcher's at these amazing shots!

If the Japanese have made a major contribution to world culture, surely it must be the *giant robot* concept. You can keep your dim sum and your Koto drummers — if you ask me seeing two huge mechanoids beat the hell out of each other is the epitome of Oriental sophistication. Virtua On is, without a doubt, the greatest representation of this art form yet seen. Regular moviegoers will definitely recognise it. You know, it's that one which had the funny double-joytick control method. And the big robots.

For those of you who are unlucky enough not to be familiar with Virtua On, allow us to provide you with a gentle introduction. In essence, V-On is a 3D beat 'em up. But with *chicken* characters. The player takes control of one of a selection of heavily-armed giant robots and jumps into an arena to take on a similarly toiled-up Johnny Metalhead. This is where Virtua On begins to differ from the usual combat game stereotype. Each different arena — and there are many, my children — provides different levels and types of cover. Some have only a few low-level outposts clustered in one corner, which affords little protection from the mauling rumpus of your enemy. Other arenas are more cluttering, providing more hidey-hidey spaces for your meek and, consequently, your opposite number. Thus V-On becomes a game of strategy as well as fighting prowess. It's not just a matter of who can

wade in with the most special moves — you got to think on your feet and cover your back at all times if you don't want to end up as the back end of a Gorfian.

Obviously, when you're coming around a 3D arena fighting against a striking opponent you'll expect a bit of a comprehensive control system. Well, actually we'll advise against getting your hopes up about anything in this day and age, given that they'll usually only be dashed against the craggy coast of object disappointment. But it's a different story with V-On, because it *does* have a comprehensive control system. So there's no need to cry.

D-PAD DADDIO

Steering your robot is pretty easy. The D-pad is used to steer your metal legs all over the shop, as you'll expect. But on top of those legs is your turret-engine body, capable of swivelling around 360 degrees. This is handled by using the L and R buttons to swing yourself in 90 degree increments in your chosen direction. This means you can run away from the challenger whilst still firing at them. Which is very useful indeed, because let's face it, otherwise you'd both just spend the whole game running around in circles after each other. And we wouldn't want that! As if this wasn't enough freedom of movement for you, each

>>



The two shots to the right are taken from the rolling down at the front end of the Saturn version. The graphics do look awesome, but better is the knowledge that the in-game visuals are of the same high quality! Amazing!



COMING SOON



RAIDEN

A big orange gentleman with a whole planet of handgun guns bobbing all over that does not go out weapons.



RABBID A single shot, high velocity rifle which fires giant shells. Rabbid's main armament, but not his most powerful.



APHELAND

A kind of giant robot that stops Apheland is armed with quite human, the weapons and is the most loyal looking character.



APHELAND A targeted version of Apheland's close-quarters weapon. This fires off spinning disks of energy that, but hard to use properly and low on accuracy.



BOMB The mechanical equivalent of war gas, this war bomb causes direct violence which damage Apheland's and knock them to the ground.



If you ask us, seeing two huge mechanoids beat the hell out of each other is the epitome of Oriental sophistication.

robot also has retro-thrusters. No, there aren't boosters which propel your robot into any low-leveling second down. They're actually rocket shoes which shoot you 'not into the air for a limited spell. It's a bit like jumping. You know, that thing you do with your feet. This enables the player to get a good view of much of the playing area, and should the opponent not be moving behind some scenery in your vicinity, let loose an attack upon their feeble existence. And if you're quick on the button you can also use your jump facility to dodge incoming attacks.

TRIPLE ONSLAUGHT FRENZY

And what attacks they are, my little bomb bursts. Each mech in Virtual On has three distinct attacks to call their own. Like Rabbid's flagships, no two are the same (although most are very similar), so this is obviously the best way to tell them all apart. The firepower of each weapon is limited, so you can't just keep firing the whole time. However, once your guns have run out they do slowly recharge their gun energy as you run around them again. The categories of attack can be roughly broken down into three chapters, with each robot having one of each. The first is "regular gun" attack. A long range accurate weapon



with lots and lots of ammo, this generally causes the least damage, but fires at the fastest rate. There's also an explosive weapon, usually thrown as it's slow moving. These blow up on contact with the ground and cause damage to any mech caught in the resulting blast.

Strangely enough, these are often the most powerful attacks in any arsenal, especially should you score a direct hit. The third kind of offensive is what we like to call the "heavy one". These are specialist weapons which differ widely from mech to mech. Some are knives, like the blades (which is just like the first two attacks rolled into one). Some are wacky, like the Psi Beam, which fires pink lasers. Others are groovy versions of hand-to-hand weapons, like flying clubs and the like. These usually have the least energy, but are the most tactically useful manoeuvre for your character.

HOW ABOUT A GAME OF ONE ON ONE?

How the robots arranged you may have noticed the mention of hand-to-hand combat in the last paragraph. That's because whilst these giant super hi-tech million-dollar robots may exhibit all the trappings of futuristic sophistication, they're all up for a lot of old-fashioned pugilist behaviour. Once the two protagon-



The two pillars of Virtual On are the vast range of Robot's Plasma arena. Plasma is Dead.



Here's a closer look. When you see the opportunity to expand upon the notion of the word "plasma", it was actually a term describing the vapour but the electricity of some break disks. He would have two parallel lines of soldiers attack in single file, or something like that, I seem to remember. But that I was there.



There might have been some grumpy losers. The graphics are very nice.





See you can still take a piece to him and his team, and finally, which probably won't be in the finished version. It just allows you to look at the robots from all different angles.



them can inflict a certain distance of each other's — practically touching their respective weapons are critical. They're too explosive, um, as you'll just blow yourself up or their target. Ahem. Anyway this is where the maneuvers are put into and the knockout status are achieved, figuratively speaking. Of course, there's no point in a big robot wearing knockout status, because their hands are already made of metal. Instead they're equipped with clubs, swords and various items of martial arts weaponry. A piece of the attack button and you'll find every one in a while. If you make contact with your opponent a lot of damage will come. Basically, should they throw you you're in for a kicking. Close-range attacks cause more damage than most long-range weapons, as sometimes it gets to get in with a well-metaphorical bottle over the head. But beware of incoherent death.

If you'd like to cause the damage of a close-range attack without any of that cumbersome risk, there is another option open — the charge button. Pressing this will cause a giant booster which initially propels your robot straight forward at some speed. If only you're moving all your weapons are locked in place. It's a bit like one of those like Your Mind Things at a fast food joint. Using weapons at this level sure all their current power instantaneously, but it does cause firing multiple charges of gun barrel-rage of some. Should a super attack hit home you can be in for a demoralizing for all concerned. Forget you, obviously. However, super attacks are no easier to use than their normal counterparts, so... It's easy to waste your big shot and blow yourself out in the open thanks to your little burst of uncontrollable speed.

EVASIVE MANOEUVRES

And here's a game that to determine the location of a favorably suited opponent? Well, for starters there's a whirling great screen against an screen to indicate when you're being the wrong way, which helps. But if that isn't good enough for you, there's a better way to check behind the enemy and see where the opposition is lurking. A couple of quick button presses are all



There are two, left and right, demonstrate the flip side of jumping. In the first we see how jumping makes it easier to spot and target opponents in battle. The picture below shows how the story flowing because of our

Two hands that open to a narrow counter-attack. Getting hit in the air may also start your robot, who's thrown into a loop in the frame.



This is where the **unbreakables** are adorned. Though there's no point in robots wearing **unbreakables**, because their hands are already **made of metal**.



that's required to permit an overhead view. This gives you a broader view of the arena as a whole, and also allows you to see if the enemy is concealed behind a scenery block. The only problem is that it makes things with your tiny robot much harder. In fact, it could working out with end of your robot in the front pretty tricky.

TWIN JOY

At all this sounds a bit much for your poor joyous fingers, but not. If you've got a memory span longer than one of a bubble bath sponge, you'll recall we mentioned Virtual On's strange twin-joystick control system. Well, thanks to the wonders of modern technology and mass production (the mass things responsible to cars and Pet Maxed) you'll shortly be able to experience this experience in your own home! Signs have placed a mini version of the V-On cabinet controls for you to plug into your Saturn. This adds a whole new dimension to your freedom of movement and shooting. We're not sure if V-On will be packaged with the equivalent (a la Virtua Cop) or not yet, and we're even less of an idea whether there'll be any further games to support the peripheral. Anyway, at the moment Virtual On is only about 50% complete. There's still an awful lot of work to be done on the coding, most of the events are still to be done and the graphics still need "solidifying" somewhat. We'll bring you much more news as and when we get it, for now though, write back and have a look at these shots of a game which is worth waiting for your collection in the near future. This one will be better than a drunkenly ordered drink at Mercury.

next issue: Mass fall on Virtual On Japan as our Japanese editor visits the land of Japan and interviews the team behind the Saturn conversion. Read all about it in the next edition of this fine magazine.



RELIGIOUS

A holy game featuring with a variety of high powered attacks to make up for lack of your old car-convertibility

DEMONATE A single bomb chosen in a high one. Good for blasting enemies behind scenery

WARRIOR Reiger's Nagase attacks fire a line of blasting explosions for ward from his feet into the bottom. It's slow hard to aim, but a devastating attack.

BOMBING A fast moving bombing attack with excellent steering capabilities. It's Reiger's opponent in the open air car-convertibility



REAL GAS BOW

Previously named for robot on rollers. Not quite as fast but lots of big guns.

FLOATING NEWS This has a different view which allows you to see an opponent's arm and equips a contact with anything solid.

REIN LARER A slow moving robot which has the advantage of wide coverage. This leads to differing angles for an opponent's view of floating laser death.

MAKER SET Real Gas off his big robot hands which chase into the arena before passing to the hands of his into their hand.



COMING SOON

REAL BOUT FATAL FURY

King of the Fighters '95 was a one-on-one beat 'em up for technical aficionado's. Now SNK introduce Real Bout Fatal Fury, a game that's even tougher. Are you a master?

I remember SNK was the only one ever not to have a brilliant idea on the cover. In fact, all it had was a bunch of cool-looking men from SNK's rather first-marshal game King of Fighters '95. Seven issues on, the game still hasn't been released, despite the fact that it is one of the greatest fighting titles ever. So good in fact, that you need to use the highest memory card in order to play it.

Now it's all about to happen again, as SNK have just released Real Bout Fatal Fury in Japan (two months after releasing Fatal Fury 3, oddly enough). Once again, it's a virtually arcade-perfect conversion of the original. And it's also an extremely technical fighting game, even more so than King of

Fighters, oddly enough. There's a huge range of super-powers to boot, supercuts (like Pol in Virtua Fighter) as well as the ability to divide around your opponent in a parade-3D style. We'll be looking more at this a bit later on.

Just like Real '95, this game requires an extra memory cartridge to provide all of the animation and power of the arcade original and all in all, it's a rather good game. Certainly not in the same league as the splendid Street Fighter Alpha 2, but for the Saturn-owning SNK fans out there (and we know you are out there, owing to the phone calls we've received), this is a splendid conversion.

Another thing we will add about this is that SNK have



Now instead of just powering up a bar, you power it up twice, giving you access to two different types of super move.

does an absolutely brilliant job on the music. Street Fighter Alpha 2's decent-enough tunes sound disheveled in comparison to the stage on offer in Real Bout, which includes some superb classical tunes.

NEW TECHNIQUE ACTION!

Capcom have never really bothered to introduce any pseudo-3D elements to the Street Fighter games, but it is in this element that Fatal Fury rules. This "Overrun" system allows players to pass "into" or "out of" the screen, taking the action to different levels within each battle arena.

Real Bout isn't the first SF game to do this, but it does boast the most advanced system to date, allowing to attack as you move between "layers". It's similar in concept to what Yu Suzuki has introduced in Virtua Fighter 3 with the new escape button. Of course, wanting to escape from a one-on-one heat 'em up might mean you're a bit of a sissy but that's by the by.



LOADS OF SUPERS

Super moves have become some kind of standard in the annals of 3D fighting games and lest we let Capcom have all the credit, it's worth remembering that the concept was actually thought up by SNK (in an Act of Fighting game, if memory serves). This idea has been given a facelift in Real Bout. Now, instead of just powering up a bar, you power it up twice, giving you access to two different types of super move - Super Death Blows (5 on your power meter) and Potential Power moves (when you've received huge damage). As you might imagine, these moves are tough to execute, but can drastically alter the outcome of a previously predictable bout.

FIRST FATAL COMBO CONFUSION

Although Fatal Fury is renowned for being different in style to SF games, SNK have selected to preserve and included a

WHAT'S ALL THE FUSS ABOUT

Fatal Fury 2? You might have played it in the arcade for a bit but this won't look like the Capcom games. However, you might be the sort of person who has played it, and noticed that yes, SNK really are quite good at this combat game making. Still, to a lot of a jaded Real Bouters, real on (with thanks to) Holger.

FATAL FURY

SNK's first answer to Capcom's slightly dated Fighter 3, this is appealing by virtue of its own merits. For a start only three characters are available and the core moves, still, have made perfecting a Fatal Blow is difficult as successfully performing Akuma's Devil Fists or Jaws in War.

FATAL FURY 2

SNK went back to the drawing board with this sequel. The three principle characters from Fury 1 were retained, but added with a further two (including the infamously misnamed Mai). This was a bit closer to Street Fighter 3, but lacked popularity.

FATAL FURY SPECIAL

This time the New Era code has been taken over with its own twist to introduce characters and some very impressive special moves and backgrounds. Good, but still Capcom's mismanagement.

KING OF FIGHTERS

The main line of Fury games pointed to this especially popular the latest fighting game. But by now Capcom's Virtua Fighter 3 has taken over the title in 1994 and was a runner up in 1995. A new '96 edition has just appeared by the arcade and its success certainly likely to be leading for the future in a short space of time.

FATAL FURY 4

Getting up against Super Street Fighter II R? It will, indeed, be the last word and character of the Capcom games, even though in terms of depth of play, it was probably superior. And here it's time for Real Bout 3D.



Five shots of Fatal Fury action. Billy Kane puts gold in Terry Bogard with a devastating flame attack (top right). Billy Kane's super move brings about a flaming ring which he can send flying (bottom left). Billy Kane's initial fighting line-up (bottom right).



The promotional King (above) is one of the special characters in master and also has a huge range of pyrotechnically astounding special moves, one of which we've pictured. The Queen character (below) remains a force to be reckoned with (below).





COMING SOON



their combo system similar to Street Fighter Alpha to Real Bout Fatal Fury. Every character has a very simple chain which repeats over matter - just press A, B and then C very quickly! After that though, the characters diverge, with all manner of different combat action styles to their names, but like SF, an on-screen indicator shows you how many hits you've successfully chained. That's what all of this "Rush y hit" nonsense is about in terms of the accompanying screenshots.

BUT THAT'S NOT ALL!

Real Bout Fatal Fury features a couple of new ideas which work really well in the 3D fighting genre.

For a start, SNK have taken Capcom's air-blocking idea and added to it. Now, as well as blocking an attack in mid-air, you can also trap before you hit the ground and perform a devastating counter-attack. Also, just like Fal and Akira in Virtua Fighter 3, your characters have the ability to reverse an incoming attack and use it against your foe. Cool stuff.



An on-screen indicator shows how many hits you've chained.



SNK have actually tried to make throws a bit more technical rather than cheap as in Capcom's fighting games. It's a brave effort, but to be honest, throws are still somewhat false-as and totally unnecessary really. Rely on those awesome chain combos and super instead!



RING OUT!

Ring outs were first introduced in Virtua Fighter, and SNK have cribbed the idea for use in the Real Bout 3D arena. Each has an obstacle on either end of the arena which needs to be knocked away with multiple hits before a ring out can occur. Then you simply knock them out and witness the humiliation. This ring out is quite amusing.



A super-move from Joe Higashi sends his foe flying...



Out of the ring is a pretty spectacular sight! Right into...



A take train. Into the beautiful ponding on the windows...



But it's all for naught as the main fight gets on. The fight is there!



The finest pinball

simulation ever!

Six original tables,

each stunningly rendered

using Silicon Graphics™

technology, mathematically

correct ball physics,

special bonus side games

and animated lock sequences.

The first pinball game

to offer a true player's-eye

3D perspective.

Superb sampled sound

effects and atmospheric

sound tracks.

There has never been

a game like this before.

Try it - it's mind blowing!



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DARK SAVIOR

ダークセイバー



One of the greatest, and perhaps most under-rated
enthralling 3D RPG. The Japanese coders of that classic
ing touches to their first release, the epoch-making Dark Savior.



If this game looks familiar to you, that's because this isn't the first time that we have shown Dark Savior to you in the pages of SEGA SATURN MAGAZINE. On page 36 of issue #6, in actual fact. However, on those two pages we showed you pictures of the first section of Dark Savior... now that the game is complete, we can reveal that this accounts for 1% of this frankly enormous role-playing game!

Believe us when we say that Dark Savior is perhaps one of the biggest videogames ever created, with five different parallel dimensions (more on that later) and around six different endings! The programmers of Dark Savior - Climax - had in mind an RPG that would offer months of gameplay with many different, worthwhile ways of playing the game through. From what we have seen of the finished Japanese title, it would appear that they have been most successful.

WHAT'S THE STORY?

When it comes to Japanese RPGs, you can be guaranteed that you're in for some pretty hardcore weirdness. So it is with Dark Savior, as we venture forth into its intriguing scenario...

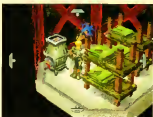
"These judged or being unable to return to normal society are sentenced to either death or life imprisonment on the isolated and solitary 'Island of the Dead'. Without any regard for species, both men and monsters are crowded together here. Each and every one of them has committed a major criminal offence.

On this island the prisoners are administered by Governor Challenges the Third. With only the brains of a common mathematician he brings strict discipline to this prison island. In his book, there is only one rule "Death to all those who violate public order". It's because of his sadistic personality that most of the convicts bear hatred against him.

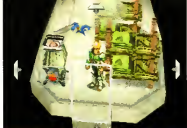
In addition, there are those who escort the prisoners to this prison of death. They are known as the bounty-hunters. It goes without saying that the convicts hate them as much as



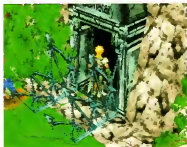
Chasing the notorious Villain, Ryo-Yu comes face to face with one of his henchmen. Battle ensues shortly!



COMING SOON



A montage of dark Saver action! The pic below left shows the cunning use of a key to open a metal gate. There's plenty of ladder climbing action in the game, as shown below and to the right. A panoramic view from a later Parallel (control) which looks aw. Some combat "mashery" at the bottom. The left picture shows the player using a previously captured boss to do battle while the bottom-right pic shows Ryo-fo capturing a mad scientist type!



the Governor himself.

Those who successfully escape from the prison do so only to offer themselves as blood sacrifices to the Island! For although escape is possible, in reality, due to Governor Chrollogan's pride in preventing escape nearly all attempts are doomed to failure. It is said that the number of people who have successfully escaped by avoiding the numerous traps placed around the island is a c/n.

Boat-hunter Ryo To (from the country of Rajia) has been pursuing the metamorphic madman creature "Villain" for the last 30 years. With all the skill and effort he could muster in a final all out war he finally captured it. The authorities concerned have decided that the fleshless monster must be transferred to the much larger prison accommodation on Jailer's Island to suffer the "Carbon Punishment".



The CP is mainly used against creatures like Villain (that are able to use cellular regeneration) which even if killed can regenerate at such an incredible rate that they can quickly be completely restored to life again. The special cancer fluid artificially stops the heart and ceases all body activities. Presently, the only device capable of executing the CP is installed on Jailer's Island!

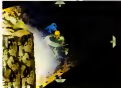
Ryo and two other allied bounty hunters Nick and Mai are ordered to accompany Villain to Jailer's Island on the large transport ship "Glim". This specially created vessel is used to transport condemned prisoners and contains a specially constructed cage/cell into which Villain is securely placed.

However, while the ship is still more than 500 nautical miles away from Jailer's Island, Villain's instincts are aroused by the stimulating effect of mysterious round waves! Suddenly, Villain secretes an acid like liquid that dissolves the cage/cell and quickly escapes into the



This mad scientist type doesn't look that much, but in actual fact he's extremely fast and about 20% more powerful than our hero, Ryo-To. Thankfully, he's still reluctant at fighting so defeating him should be easy!

This new RPG from celebrated coders Cliff looks like being something of an essential buy when it comes out next January!





COMING SOON



Despite the cartoon styling of Dark Sector, the game manages to create a solid 3D terrain with multiple levels of platforms and multiple heights. (left) Floating logs to open doors is a pretty common occurrence in Dark Sector (right and below) Using the Hyperion Perspective allows you to get a better view of the surroundings (bottom right and center). Make no bones about it, Dark Sector is an ace game!



Textured polygons combine almost seamlessly with sprites to produce an astonishing 3D realm. Climax have pulled out all of the stops in creating an awesome action role-playing adventure!

ship The siren sound and all panic breaks out."

The long and the short of it is YOU are Ryu-Ya and it's your job to track down the metamorph super-criminal through the Isler's Island, apprehend him and see to his destruction and then quickly effect an escape from the dead Isle.

HOW DOES IT WORK?

The bones of Dark Sector is that it's an isometric 3D adventure game, sort of in the style of Landerlifter on the Megadrive only this time a mixture of sprites and textured polygons are used to depict the island and its denizens.

Although it looks like a traditional isometric 3D game, Dark Sector is much more. You can view the landscape from many different views thanks to a cunning new system known as the Hyperion perspective (see later), which literally takes Landerlifter into the next dimension.

The game is broken down into many different areas, starting off with the afore-mentioned

ship. Your performance on the ship dictates which of the five paths through the game you're going to embark on (see later also). It's your job to make your way through the various areas, talking to the characters, collecting objects and earning valuable experience points which allow Ryu-Ya to gain power and combat prowess.

Although it might look complicated, Dark Sector is pretty easy to get to grips with and from our hours of gameplay we can say that it's probably the poster child Saturn RPG.

FIRST IMPRESSIONS

We've been giving Dark Sector a bit of attention now and then since the finished Japanese version arrived in the office and we can report that it's a top game. A very top game indeed. We are also happy to inform you let that it is definitely getting an official release, with full-on English language action scheduled for a January 1997 launch. If you quite liked Shining Wisdom and its ilk, you're going to flip over this.

FIGHT! FIGHT! FIGHT!

Where would the world of role-playing be without a bit of fighting. One thing's for sure, it would be a most dull place indeed, consisting of much solving of logic puzzles, walking about and talking to people (yawn).

Thankfully, Dark Sector includes a fair smattering of fighting, mostly in the form of a rather brilliant one-on-one almost-like-Street Fighter combat system. You and your opponent face off in a best-of-three rounds scenario, using normal attacks, special moves and blocking in order to wear down your opponent's energy bar. There's even a Super Move energy bar you can build up. Brilliant eh?

Well, that's not the clearest part. Dark Sector allows you to turn your foe into submission, whenever you can capture them and add them to your ranks of fighters. So the next time you get set upon by some hideous creature, you can use your last conquest to do the fighting instead of Ryu-Ya. Brilliant eh? Well, the further you get into the game, the bigger and more nastier the creatures you fight. And every one that you engage can be added to your team!



These stats of intense Dark Sector tacking and slaying.



Using the Hyperion Perspective is the way to reasons on this level indeed, the platforms with boxes to move about and you need to see them to locate a lever (which is just off screen to the right). Once this lever is pulled, the box platforms drop down, allowing you access to the other side. You can't really see it very well, but it is in this shot (highlight the green mark). Using the Hyperion Perspective makes this all pretty obvious to see.



Some pretty impressive architecture in Dark Sector, and a lot of it is more than just decorative. Witness this enormous metal-glass door opening below.



Puzzles, puzzles and indeed more puzzles. Dark Sector is liberally peppered with the things. Most of the time the problem can be solved in the immediate vicinity. There's never a situation where getting a key or whatever involves a major detour from your current locale.



THE PARALLEL SYSTEM



Dark Sector is basically five different adventures in one, with the game variation you get hampered with dependent on how you deal with the initial floating ship scenario. The diagram with this little box should give you some idea of how the game diverges at this crucial point. Although the landscape may be similar at many points, the storyline and the characters change radically, as do many of the objectives and puzzles. With the five major parallel spawning around 200 endings, this game is HUGE!

TRANSPORT SHIP ADVENTURE START

TRANSPORT SHIP - SATURN'S ROOM

U'WIDE GAMES BUILDING (P)

WILLIAM

RYU

WILLIAM EDGE

WILLIAM POINT

RYU NIN

RYU LORE

SPECIAL

BOUNTY HUNTER TEAM

11

12

13

14

15

JAGGED ISLAND ADVENTURES

THE HYPERION PERSPECTIVE



Landtalker might have been locked in the isometric perspective. Dark Sector isn't. Using the left shoulder button or the analogue controller (if you have the NIGHTS pad), you can look around in just about any direction. The right shoulder button is used to scroll around, allowing you to view yet more of scenery. The system is absolutely brilliant and mastering it is a must. Sometimes hidden objects are revealed with the Hyperion Perspective and later on, potentially fatal drops into the abyss are avoided ONLY by using it! Other than that, the controls are rather simple. There's running and jumping. Attacking, talking and examining are all done with the same button. The inventory system, allowing you to check out your stats and booty is also available and super-simple to use.



This bit of action taken from the game's demo sequence of the beginning shows the real versatility of the Hyperion Perspective. The view can be warped at-will.



The fact that the entire world in Dark Sector is made out of polygons and textures allows freedom of movement when viewing.

Scavenger scavenge game concept shocker! Make good-looking title!

AMOK

PlayStation 2	Game Style	Concepts being up
Scavenger	Waiting about for you	Scavenger
Scavenger	Scavenger by Scavenger, with no thought to Scavenger at all	Scavenger
Scavenger	Scavenger by Scavenger	Scavenger

Some games designers have an excellent grasp of the phrase "high-concept", using their games around one central filthy premise which brands the product. However, some can match the mighty Lemmings, one of the Scavenger-affiliated teams and the boys responsible for Amok. You can imagine the pitch the creative team put forward to the producer to try and sell the idea: "Erm... it's like Thunderhawk, Underwater". At which point the producer will have shaken his head wearily and picked up his flatus. Doubtless as the chief reached the door the junior test boy programme will have blurted in a last ditch attempt "With a frog!"

Bingo! thinks the producer "With a frog! What genius! I won't dismiss this idea after all! And we should all be glad that he thought that, readers, because Amok is shaping up to be a vision of lowliness. And you, I might be mythologising the whole process here, with my bet it's more likely that Lemmings got Amok off the ground by showing off its wonderful graphics engine to an impressed room of schedulers.

“ You can imagine the pitch the creative team put forward to the producer. “Erm... it's like Thunderhawk, Underwater”. Bless their little cotton socks. ”

For Amok achieves some of the fastest 3D graphics the Saturn has hosted for some time. Not in terms of speed or colour, but in terms of detail. Amok asks you humble Saturn to handle no small quantity of objects at any one time, without recourse to processor slowdown. And of course, it's got a frog.

Well, any old frog obviously. Otherwise it might have Toad of Toad Hall and the game would've been crap. Just diving around in a little toad car with Kirby and Bomer or whoever it was. But no, this is a hard frog, made out of metal. A kind of robotic, mechanical frog vehicle. In fact, armed with many guns, bombs and missiles. And it is this mechanical frog you must guide through the various mission objectives set you in each stage. These range, as usual, from rescuing hostages to blowing things up and blowing other things up. Nothing particularly fancy about that, you may think. Truth be told, maybe.



A series of bright explosions signal the demise of a footsoldier, who was seen flying through the air wearing his gun. Not at all of good they did him, obviously.



Bombs fly everywhere as some combat occurs. You know what it's like. Not that you'll have done this for real, obviously. Before you can an ambitious task.



There isn't. However, 3D exploration shoot-em-ups are a popular new genre which have appeared and bred like weeds since the advent of polygon technology. Saturn owners can't get enough of them. It appears Amok is at least looking for the right idea for Amok. Nicky Product in Breed.

The exploration aspect has been toned down slightly, leaving you free to head straight for danger rather than spend all your time taffing around with maps. The weapons of mass destruction have been toned up slightly along with the scale of the enemy reinforcements. For example, by level one you're already taking on a heavily guarded fortress full of soldiers and gun emplacements.

So Amok might not be the most original title headed for the Saturn - frogs and underwater setting notwithstanding - but it certainly looks pretty. As for the gameplay, the depth and the longevity of Amok, we'll leave that for the review happily in the next issue. Until then, keep the faith, true believers!



Oh, here's a joke - Why did the frog cross the road?



Because it was hanging out with that damn chicken!



The first trading mission pits you against a school of sharks. They're not easy to kill with your gun. But they look nice.



The sharks in the first stage are so beautiful it's almost a shame to kill them. That's what that says anyway, is a feeble effort to explain why he keeps using.



They might think they're tough, but these soldiers are also stupid, standing as they are, in the way of these minutes.



MAP READING FOR DUMBASSES

Before embarking on each mission you're given a little breakdown of your objectives. Don't bother taking that much notice like you normally have to. An arrow on screen in the game shows you where to go, and a line of text in the middle of your vision informs you of your next goal as the old one is achieved. You don't even need a map once you've got started. Which is good, because you don't get one.



Listen carefully to what the briefing tells you.



Actually, don't bother. It's dead easy.

THIS FROG WAS MADE FOR WALKING

Whilst your underwater frog submarine-like, which walks, runs and shoots missiles like a real frog, is a neat creation beneath the waves, sometimes it longs to gambol on the sandy shores and play in the sun. Luckily this is fully possible, because the levels of Arkic are split between underwater operations and landlubbing japey. This adds a nice element of variety to break things up. A bit like the underwater section in Core's above-ground 344 isopods 3D robot walker exploration shoot 'em up.



These scary monsters are red hot. Avoid them.



This is quite a nice picture, isn't it? Well done, em.



That little red box highlights your current target.



This artwork depicts your amphibious swimming, walking tank firing a missile whilst we agree to a misheard program to solve from behind. It might just be my chatty eyes deceiving me, but I'll bet you a quarter of a penny that's what it is. Is another this.

scorcher

Prepare for Scorchers marks in your pants!

PLATFORM	GAME STYLE	RELEASE DATE
SEGA SATURN	Racing	January
arcade	The most original title you've ever heard of.	
PC & MS LINK	Enthusiast, kids, parents, adults, for distance	

Years and years ago was the amazing staff of SSM, unveiled a small new Sega-affiliated software house known as Scavenger. Scavenger, you may recall, was a collective of five programming teams poached from other arenas. Then, after showing us lovely demos of a couple of their titles which seemed to break whole new ground for the Saturn, Scavenger disappeared, for no apparent reason.

Well now at last, they're back, and this time they've brought their games. Scorchers, their lead title, was impressive enough in its early 30% complete state and has moved on considerably since then.

For the uninformed (ie - anyone who bought their Saturn sometime in the last century which I can have spent in the wilderness), we'd better tell you a bit about Scorchers. It's a futuristic race game where you play the pilot of an anti-gravity floating craft. Luckily though, that's about it, all it shares with Wipeout (which it will doubtless be incorrectly com-

“ The courses are carefully - ray, lovingly - produced in full 3D in about a zillion colours, and rendered to follow all kinds of curves and shapes. How very very pretty. Watoonga! ”

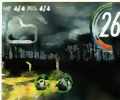
pared to forever] This floaty thing is in fact a strange kind of forcefield like which you must ask to negotiate a series of increasingly winding roads sometimes on two or three levels of elevation. Sometimes you have to jump up to a higher road



It's the Frontyris Hunter Wheel Racing Championship!

or drop down into strange tunnels to complete each lap. There are obstacles all over the shop - not to mention the competing blues, which all conspire to make your life extra extra hard. Not that they need to bother really, because your nimble lightweight vehicle provides enough trouble of its own - bound up around nimbly at the slightest bump. As it so often the case with decent race games, learning to handle the individual transport is initially as much of a challenge as facing the tracks themselves.

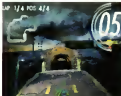
Scorchers initially won a lot of attention for its graphics. The courses are carefully - ray, lovingly - produced in full 3D in about a dozen colours and rendered to follow all kinds of curves and shapes. But given that this was about eighteen months ago things have moved on considerably in this fast-paced world of technology. However, having copped a butcher's at the latest 30% finished version, we can say that Scorchers still looks hot. The light bouncing adds a lot of atmosphere, there's an awful lot of roadside detail and the clever clip masking ensures that the whole thing runs super-smoothly. Even if



My money's on the raging stampede - Hmmm.

that does mean all the races take place at night or in the fog. Still, then, the breaks 'toud only mean if they didn't bother and you could see all the clipping in the horizon. So you'll get what you're given and be grateful I reckon.

Anyway, despite the Saturn having been blessed with some awesome race games in the last year, Scavenger seems positive that there's a place in your software collection for their baby. Judging by visuals alone, we'd have difficulty disagreeing with them. Plus, they're bigger than us, so we wouldn't. But, on the subject of gameplay, we don't care how hard the producers are - we're willing to be brutally honest for our opinions. Luckily for us, we're not sure yet, but it looks like Scorchers might be the same by name and nature. There are a few bugs yet to be honed out, and some potentially fatal slowdown to eradicate (which the team promise they'll do). So far though, this looks to have been worth the wait. And boy what a wait it's been. Keep your eyes peeled for a full review next month. Or the month after.



The undulating terrain provides a realistic feeling of motion. And the lighting helps too. Like, when you're in that tunnel, it gets all dark and that. Just like real life. Horrifying!



Don't worry, kids, this isn't a weird part of the game. It's from the intro.



As is this. Although they both look a bit like the usual graphics. Any other view.

Some artwork showing all the fun you can have racing your little scorchers thing in Scorchers.

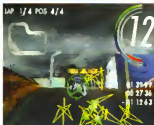


32 HEX

Real Dave Kibbut-style ancient games comes may have heard of Scavenger some years back. That's right, this is the team who first garnered plaudits for their amazing Megadrive 32X demos. To be bluntly honest, the graphics looked not unlike the current Saturn games from their stable. Not that this is a bad thing, as the demos were ace. But luckily for their bank account, Scavenger never actually got around to releasing a game for Sega's doomed peripheral. Anyway, that just goes to show how a) good and b) clever Scavenger are.



This is what we in the trade refer to as a 30-sec loop. That doesn't mean that it's a very tall building, it means it looks nice.



That cruddy yellowness shows that something has happened in the game. Like a power-up, or something else.



We'd have thought that a before game set in these would ever see the light of day, eh? What a loss.



The yellow vector graphics stuff looks all exciting. Don't try to collect it all, though.



Look of these backgrounds. Oh I said LOOK! But I just lost a century out of my life, have a good look at BURNOUT and tell me it's not LEVEL

CLIP 'ROUND THE EAR

Clipping has been the scourge of polygon games from the old, barely half-Virtua Racing bit the world and stained the polygons than some mean one was pointing at the screen and saying "Look - you can see all the horizon appearing in blocks. That's crap." Well thanks for nothing, you miserable git. Thanks to miserable people like you, poor overworked programmers have to find ways to avoid this "clipping" problem.

Scavenger has one of the most understated ways of fixing this. They "mask" the bottom in semi-transparent terms, eliminating darkness, dirt or water. This allows objects to seemingly appear smoothly, when in fact it's just the clipping is hidden behind some pretty colours. Well done, chaps.



HEXEN

It's another classic id game!



Platform	Game Style	Release Date
32 Interactive	Shooting/Strategy	June
CD-ROM	Shooting/Strategy	June
32-bit & 16-bit	Shooting/Strategy	June

After fifteen years of no development, Doom is finally available for the Saturn, suddenly a whole bunch of them are coming up fast. Out now in your local software shop you can purchase *Exhumed* - a frankly stunning game.

Also, the games that started off the entire genre are headed for the Saturn. Does you'll know about (as we covered it last issue) and this month we take a fuller look at *Hexen*, the medieval adventure rendition of Doom with tons of extra bits.

Being developed by Probe Software (of *Alien Trilogy* fame), we can report that the Saturn translation of *Hexen* is looking very hot indeed. Everything from the PC version has been retained (including some of the ace rebil effects) and the game's speed is

“All the character classes, the weapons and the magical power-ups are included and the ‘hub’ elements of the level design remain in evidence.”

most impressive. Although not quite as fluid as *Exhumed*, you shouldn't really have any complaints. The big news though, is that the *Hexen* adventure remains just as ace as it was on PC. All the character classes, the weapons and the magical power-ups are included and the ‘hub’ elements of the level design (you can visit it previous levels a not take different routes through) remains in evidence.



Also, it's been confirmed that *Hexen* (and indeed the forthcoming *Doom*) use the Saturn link-up cable, which should actually mean that the lead in question will finally get a release over here. It's well worth the effort - the DeathMatch action in games originating from id software is guaranteed to boost the longevity of the title. Also it's great to see that the link-up aspects of the game are actually being coded in the Saturn version (unlike *Wipeout* and *Destruction Derby* for instance). What is also quite amusing is the ability to use magic to transform your opponent into an easily destroyed (and probably stinking) pig!

So all in all, it would appear that *CT Interactive* are on to a winner with *Hexen*. How the finished product matches up to the similar *Exhumed* remains to be seen, but with the id software pedigree behind the title, it should be a classic in the making.



Idiot's Magic rings - they're always a winner. As are the corpses rotting away behind them in fear. Expect some gruesome scenes in *Hexen*!



How you can dance with the devil is the pale moonlight old shop? No! Oh, but you must be ready as well as his horses and can even break dance.



...And you shall know the terror of the Hellfire. In the land of Gehem you will discover pain in the shape of Hellfire. You shall find despair in the valley of Yea you shall know eternal suffering! And in the dark corners of Frost you will be asked to see the last.



DOOM UPDATE

We were going to bring you more *Doom* action this month. However, it transpires that the Saturn code has been substantially revamped since last issue's mini-showcase. Developers *Probe Software* are concentrating on reducing the raggedy nature of the features and are intent on massively improving the game's fluidity. Compatibility with the analogue pad is also being coded. More next month.

**Little Johnny was
enjoying the sedate
pace of his new lift
to school, when...**



Letter

Hello, I'm SAS, and I'm waiting to see if it's going to start raining.



Hello again, readers. Another day, another dollar. Which, at the current exchange rate, tells us the SSIM staff alone their gate out for around \$9.33 a week (plus all the TWIX™™™ bars we can eat). Hardly a fortune by today's harsh competitive pay standards, we're sure you'll agree. Aah, but we're not in this game for the money, kids - we're not even in it for the glory. We're in it for the sheer love we have, love for both Sega and you, the great Sega-playing public. Each and every one of you. Please don't let this become an unrequited one-way relationship. Write to us at CULTURAL ELITE SIGN-UP SHEET LETTERS, SEGA SATURN MAGAZINE, FRONT COURT, 30-32 BARNINGDON LANE, LONDON SE18 3JL. You may get a prize. If you don't, tough.

A VERY GENUINE MUTTER CALLS

DEAR SAS,

I thought I would write in with a fantasy about a game I am looking forward to. I was walking along feeling dejected because everybody could look sand in my face, when I saw a banner, stating, GRAND TOURNAMENT, INTRODUCING THE FIGHTING VIPERS, you went along to pick up a few hints. ... There was a very beautiful young lady dressed in, Red, waiting for her fight. ... I asked her if she would teach me to fight, after she said OK. ... She was a very good teacher. ... But if I remembered, her - expectations, and I think she fancied me, as I did, her. ... I asked her name she - said CANDY. ... I said, Well CANDY, I've got a Sweet Tooth. ... She smiled, - impishly, and left into my arms. THE END

I know it's a little weak ... but I'd be happy to see it printed in the Mag, as I'm - easily pleased

Regards
Phil Parsons, Chalfont

 You're a seriously dangerous individual.

I NEED SUPPORT!

DEAR SAS,


As a devoted fan of SSIM and a complete Sega freak I felt an uncontrollable urge to write this letter WAKE UP SEGA, WE NEED SUPPORT!

When I first considered the jump to a Next Gen console it was a well thought-out and researched decision. All my colleagues owned PlayStations which put that particular console high on my list but I read the press, did some trials, and made what I think was the best decision, I bought the Saturn

What a place of fit it is. As a former Megadrive/Mega-CD owner (which both were the business!) I can only say that I was astounded by the difference. Graphics and sound are out of this world

The only real problem I can see now is marketing strategy. Now that both consoles are, well, a lot less than I paid for mine, Sega's return must come from games and accessory sales. There does seem, however, to be a small problem with this. Take a look around the high street PlayStation shelves, autumner Saturn shelves three to one. How can this be, aren't Sega new to all this, aren't I Sega the best at games and sales, where is all the support we're used to? When you read press advertisements both consoles are well established, with what looks like a comparable amount of games available. Why then is the high street so different? This, after all, is where most people make the decision and purchase their console. Am I the only one who has noticed this? Am I the only one with any concern? The Saturn is a brilliant development, don't sit on your laurels Sega, give us the support now we've backed your horse!

Steve Alexander, Overton, Middlesbrough.

 On he fate, Steve, this isn't as much Sega's fault as that of your friendly local retailer. They're the ones that choose which games to stock, and at the moment many of them seem to be favouring loads of rather insipid

quality FXR titles over the current flood of quality Saturn games. Hopefully this situation will change around Christmas, when Sega are predicting they'll sell racks of Saturns. Hehehe!

DATE! UP YOURS!


DEAR SAS,

I can't agree more this the comments made by Karl Swan in issue 1 about the Date! Action Replay cartridge. For 15p all you get is a total of 45 different game codes, only SEVEN of which are for UK games (the rest for bloody imports), which includes rubbish games like Victory Boxing and Shinobi X.

On the box cover it says "Enter new cheats as further games are released - Flash EPROM Technology means that all new entries are added to the built in cheat menu". WHAT! Flash EPROM Technology! New entries added! I feel what of the "high-speed computer port". That's good for the lucky few who own both a Saturn and a PC to connect it with. The rest of us have to wrack up high "phone bills to get passed on to other departments, given other "phone numbers to try or not even get an answer at all!

If only they would release new codes to magazines like this esteemed publication, and print them for us, like they did with the 16-bit Action Replay and Game Genie carts. I'm sure that many people will actually buy the cartridge knowing what effects it can make to top little games after seeing them printed in magazines. I hope you will be printing such codes in SSIM so that we can use them to find other codes and maybe send them to you. Hope you can help us all Date! Action Replay cart (jammed) owners.

David Kinnings, Ashton, Middlesbrough

 Years is about the millionths letter we've had making this complaint, so it's obviously a case of constant war then. We can't just code we don't get. Decid - and given the scarcity of Action Replay owners (especially ones who actually like the thing)


we're not sure if it's worth the space. Plus, most codes end up along the lines of "Play Sub-Zero in galaxy colonn" or "Crash the game every time you jump", which doesn't seem particularly worthwhile.

I DON'T UNDERSTAND CAPITALISM

DEAR SAS,

What are Sega doing? In issue 3 Charles Lacey wrote in and said that Sega are going to convert all their best games on the PC. Are Sega stealing us FAITHFUL Saturn owners in the back or what? I mean, we might as well have gone and bought a PC and get the best of both worlds, but we didn't, we decided to stick with Sega through the gap to Mega-CD to MultiMega which as we all know are crap and aren't worth a penny but still we bought them. It took Sega three times before they could come up with the amazing Saturn. Now we find out that wasn't worth the money either - everything the Saturn got the PC already has or is going to get. The PC has Internet Access, all of the best games that are on the Saturn will come out for

the PC (what are the bets that the PC conversions will be better than the Saturn's?). One reason I bought a Saturn over a PC was so I could play Saturn-only games by Sega. I know Sega have to make money to keep their company thriving, but whatever happened to loyalty? Kevin Beardon, Bexley, London
PS If you don't print this I will know I'm right.

 **Consumerism happened to loyalty, Kevin. If you don't like the system, don't whinge about it to us - go and burn down a bank or something.**


THE ACCEPTABLE FACE OF GAMING

DEAR SEGA SATURN MAG,
Right, according to my family "this computer thing is all crap, why not go outside and play?". Why oh why do I constantly hear quotes similar to this one? Family always mock computer games for no reason. It's like they've been programmed by an alien race to destroy all computer games. WHY? Have you ever been told off (by your mum for being leader too much? Parents note: WE LIKE BEING INSIDE SO STOP NAGGING!!)
Chris Newman, Olney, Bucks

PS Blur are better than crappy Oasis

TO THE AWESOME POWER THAT IS SAM,

The other day I was playing snooker at the local club and thought "Why not have snooker on the Saturn?". Picture this - Embassy Pro Snooker. It could feature all the top players such as the likes of Stephen Hendry and Ronnie O'Sullivan. It could have full commentary, no stop, and of course the typical Saturn excellent graphics. I'd also like to add something: because lately people who enjoy video games are being slagged off as being sad. This is not the case. I am an excellent snooker player and enjoy playing football and cricket. I'm out with my mates a lot, I'm a massive Blur fan too. Also I have a steady relationship going (hi Helen), so there. My Saturn just passes along those boring Sunday afternoons in the house and makes my life a tad more interesting.
Carl Harbath, Croydon, W. Yorks

 **I've seen the connection here - people whinge about gameplayers being sad and lonely because they're like fatal. It's got nothing to do with games at all! The whole image of the scene could be completely reversed if only we could encourage some respectable music tastes!**

WHERE FANTASY MEETS REALITY

DEAR SAM,
You recently asked for fantasies linked to the Saturn and its games. Well mine goes something like this -
At the moment I'm a British soldier with IPOR in Bosnia and in my fantasy I'm taken to my Saturn's chips and BPs and given a challenge. If I complete it I get another two weeks leave plus home to the UK. The challenge starts on a train where all these badasses are shooting at me and I have to get them before they get me in a Virtua Cop sort of a way before I find a Stratos rally car of all things, of Sega Rally fame. From here I drive through the countryside at breakneck speed but with a twist - I'm being chased and shot at by these badasses again but being the driving hot-shot I am, it's not long before I'm at my final destiny (in the Asena Here I have to defeat one by one the characters of Virtua Fighter a before getting the prize. Unfortunately I've always had problems with Akira so it looks like I'm stuck here until the end of October!
Steven de Bosis

 **That sounds more disturbingly similar to your present reality, Hava. Hope you don't get shot.**

I'M A SKIVING SHEETLESS IDLE GOOD-FOR-NOTHING

DEAR SAM,
I've just taken a day off work to recover from a brilliant night out in Newcastle. My chosen recovery method was to set the Saturn up so I could play it in bed and drink loads of coffee.
Unfortunately I still feel terrible, but that's beside the point, which is that ANYONE




As Adrian Worley collectively pants out, Guardian Heroes is a game with loads of depth, loads of action and some pretty smart characters to boot.

who cannot enjoy the gaming phenomenon that is Guardian Heroes is not fit to own a Saturn. The computer or equivalent of social services should come round and find a foster home for Kamen's machine. What more could you want from a game? I've just finished it in Story mode for the first time and I've still got six more finales to discover, not to mention playing as other characters and the two-player option. It's a crowd pleaser too, with my 16-player adaptor (ouch used for this game). I spent several hours after the pub with four mates playing various team/solo man for himself ball gang up in one person-type situations and it was a fantastic laugh.

I suspect you only printed Kamen's letter to provoke controversy, so as a measure of your success could you print the number of letters of support for GH that you received this month?

Thanks folks, I'm off back to bed.

Adrian Worley, Clayton St West, Newcastle-Upon-Tyne.

 **Well Adrian, let's hope your employees aren't reading this or you're right in the sack. Anyway, we got LOADS of letters defending Guardian Heroes from Kamen's Wer's unqualified onslaught, and NOT A SINGLE ONE agreeing with Kamen. Which just goes to prove we must have been right about GH being brilliant. As usual. Hope this is worth your impending unemployment.**

THANKS FOR NOTHING, CHRISSEY-BOY

DEAR SAM,
When NMS talked about SPRINGONS they were trying to say that they were taking 3D sprites and 3D polygon based sprites and then making them look and/or move the same, so you (the player) could get a more detailed and clear game to get into.

Chris Taylor, Twyngh, Rhondda, Mid-Glamorgan, Wales.

 **Yeah? So what? Since when did we ask your opinion?**

BUY A SATURN

DEAR SAM,
I have been saving all my hard-earned pounds for a new games console. I already have a 486 DX4/66 PC but games need too much memory. So please could you tell what games console is best?
Nick Zlover, Manchester

 **The Saturn.**

HOW FAR CAN I FIT UP YOUR BACK PASSAGE?

DEAR SAM,
Your mag rules, the SAM team are ace and yes, I have to agree with Sam. Rich does look like DATA out of Star Trek. I can just imagine him saying "Inevitable! Captain The Androids appear to have demoralised the hydrologic control-matrix!" (or so, but I do like the repeated use of the word 'inevitable' - RUC). Anyway, on with the letter. I would like to congratulate you. Not only do you provide a fantastic mag etc etc but your N-GHTS review was incredibly accurate. It does deserve all 666 (i.e. ten minutes ago, completed it's master piece of programming. The glitches with the game you thought are also correct. Yes, the game is too easy, but yes you will return not only to get an A in all the levels but also to see the cute Nightriders develop and grow. I still can't get over just how good N-GHTS really is. Oh, and incidentally, anyone struggling to get to the end and keep trying. The ending is most definitely worth it.
 Stuart Chapman, Hythe, Kent.

 **There you go readers, we're right again. God, we're fantastic. Someone should give us Knighthoods. Like the Queen, for instance.**

WHAT YOU'VE BEEN TALKING ABOUT THIS MONTH
Guardian Heroes is ace! So is N-GHTS! The Action Replay is it! Why is games packaging so crap! The man in BK chased me out of the shop!

Q&A

As Bob Dylan was apt to point out, "the times, they are a-changing". And here at the humble Q+A folk guitar, new strings are being added and old ones retuned. Joining Mark Maslewicz in an Art Garfunkel sort of way, is our very own editor, Richard Leadbetter. He'll be covering any questions that are not Sega specific, using his vast memory capacities to prove that he is indeed 'The Master'. At least, a master to himself and the vagabond midgets he runs rack-ets with down Leather Lane Market. But that's another story. Anyway, send your questions to **RICH OVER TROUBLED WATER, Q+A, SEGA SATURN MAGAZINE, 30-32 PRIORY COURT, FARRINGDON LANE, LONDON, EC2R 8AU.**

BOGGER

Dear SSM,

1. How your fantastic magazine almost as much as my Sega Saturn but I have a few niggling questions that have been well niggling.
2. Will the Saturn be able to handle VHS (all the random/fanmade/officer window effects) without it suffering from frame slowdown or pixelation? (And don't say some crap like 'Yu Saturn says so, who are we to argue!')
3. Will the Nights 3D controller be compatible with Tomb Raider?
4. Any news on Syndicate Wars and/or Mortal Kombat 3?
5. Will Hardcore 4x4 have a two player split-screen mode?

1. It won't be totally perfect but will be better than most people's expectations. It's impossible to say yet if certain features will be possible until AMA confirm it's definitely coming to Saturn and whether any form of cartridge will be used. 2. Don't think so. 3. Syndicate Wars is definitely Saturn-bound. No news on MK4 though, that's probably because it isn't even in the arcade yet. 4. Maybe.

NOT KILL ON EXHIBITION? (WHY NOT YOU FOOL)

Dear SSM,

1. As you're the COOLEST GAMES MAG around please answer my questions to put my mind at rest.
2. Do the high capacity memory carts I have seen around invalidate my Saturn's warranty?
3. I want a Doom-style game, with lots of pixels and mazes. Should I get Alien Trilogy or Doom (I'm not that keen on Behemoth)?
4. Are there any football management games coming out as I saw one called Football Manager in an advertising booklet I picked up?
5. Will the keyboard be missed in conjunction with the modem and will there be any software packages for the keyboard (like a word processor)?

Kelish Ovariden, Crowthorne, Peterborough.

1. The Sega carts and be safe. 2. Of the three games mentioned, I would recommend Saturned. I don't care if you're not keen on it - it's your



It would seem that the best for Doom-style games like Saturned and, in fact, is available with you lot.

letter is played before the game's release, Sega you haven't dated it. Trust me, it's better than Tring, and even closer than Doom. 3. No current news, but it easily won't be long. 4. The keyboard will be available but software packages like a word processor are unlikely for now. More news early next year.

"BYE" TO SAM

Dear SSM,

Hello again! I've just returned from a week's holiday at Devon and I played on a load of arcade games down there such as Sega Rally, Virtua Cop 2, Vixy, Daytona and Blanka T2. Wow! Also I'd just like to say "Bye" to Sam. We'll miss you. And also welcome to the folks such as me as my questions.

1. My parents absolutely loved playing Bag! and they found it very hard indeed. Will Bag! be difficult as well?
2. My next question is for Rich because I too am a big fan of Star Trek. TNG (I'd like to ask what he thought of Generations, especially the saucer crash).
3. My friend (see Bennett) is getting a Saturn soon and he loves driving games. Just an up and first person perspective shooting games (like Doom). What would you recommend for him to buy?
4. That's all I have to say except thanks for printing my last letter. One final thing, will you please have the reviews as they were in Sega Magazine!

Chris Moore, Oxford, Bradford

1. Not quite as tough, but there will be many more levels. 2. Having watched the linerise a few times now I still think it's a decent enough film, but perhaps it's not quite in comparison to some TNG episodes. The new film, Star Contact, looks a bit tough. The movie was brilliant, although the town looked a bit odd. 3. Simple Sega Rally, Enduroad, Vixy, Street Fighter Alpha 3, Fighting Vipers. And NIGHTS of course, which does game. We will have a new review style in time for the next issue. It will not be like Sega Magazine, but I don't think you'll be disappointed.

HENRY DINT FETTERING

Dear SSM,

1. I've got a couple of questions I'd like you to answer if you could. Cheers.
2. Gameplay and Special Reserve both said 'High-capacity memory cards. They're twice the size of a normal cart and over six-quid cheaper. What's the catch?'
3. I was dead excited when I heard about your second demo CD-making out. However I reckon that they should be more regular say about once every three issues. How about it?
4. Will feature be as equal to Guardian Heroes?
5. Why don't you do posters in your magazine?
6. Finally I think you should put the amount of memory

required (in Saturn units) for each game in the info section of each review and in the Out Now section.

Stuart Chapman, Hythe, Kent

1. Buy as a fiscal one to be safe - there's more than enough memory than you'll ever need on these anyway. 2. The price is indeed to be not even these months in future. It's better to do a few more demo disks than many cheap ones. 3. No plans at present, they're working on an all-new Saturn project. 4. If it sold extra issues, we'd do it. Unfortunately our past experience is that sales don't actually increase. In effect, we're finishing our money down the latrine. 5. We did it really affect your decision to buy a game? I didn't think so.



Forces there and - both abilities, it's the only SAM

BOONS OF PLEASURE

Dear SSM,

1. I have some questions for your Q+A section. I would be very grateful if you could answer them.
2. Sega Rally is a fantastic title and it has given me hours of pleasure, but the limited tracks shorten the playability. I know public demand is high so is there any chance of a sequel?
3. Could you settle the singing and totally boring dispute between Saturn and PlayStation owners. Which is the better machine and why?
4. Do Sega have plans to release popular arcade title Indy 500?
5. Do Hard Trilogy was advertised months ago - where did it go?
6. Thanks for a magazine that is not only informative and interesting, but is not full of adverts and is written in such a way that your older readers can appreciate it as well as the younger readers.

Martyne Parry, EBBW, Kent

1. The new Daytona should satisfy all driving game fans. There may be a Rally sequel eventually. 2. Such a nice question. For me it's not about hardware but the games and with stuff like Vixy and Sega Rally T4 pick the Saturn every time. 3. Daytona C&A took priority over it, but it might appear eventually. 4. It should be cropping up in the next month or two.

BLAM!

Available on:
PC CD-ROM
SEGA SATURN
PLAYSTATION

BLAM!
-MACHINEHEAD

See! through the eyes of Dr Kimberly Stride as you ride the Vorpai Blade through an insane combination of shoot-em-up action, strategic objectives and B-movie melodrama. **Gasp!** with amazement at state-of-the-art virtual landscapes, tunnel systems and eye-popping FMV. **Laugh!** in the face of danger as you blast through fifteen adrenaline-pumping stages of sheer 3D exhilaration. **Scream!** with terror at horrific hordes of mutated polygonal enemies. **Beg!** for mercy as you face the Machinehead in the mother of all showdowns... **Play!** Blam!-Machinehead! for the ride of your life.

EIDOS
ENTERTAINMENT

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Core Design Limited, 30 Ardaraire Road, Derby DE11 1PL

CORE



It's the saga that doesn't want to **lay down and die**. And why should it, when its **ever-surpassing** graphics and gameplay go to make it a consistently popular and **proudly upstanding** game. Street Fighter Alpha 2 is the latest instalment of **Capcom's celebrated beat 'em up**, and as ROB BRIGHT found out, it's looking **better than ever**.

RETURN TO ALPHA



styles qualify him as the classic Super's future karmic best enemy, and how about Zangief as that most celebrated of extras, Big Boss.

It's certainly something to think about between beats on Street Fighter Alpha 3, the latest in the long and illustrious line of Street Fighter games. Originally, the Alpha series was intended to be a bit of a filler game between the last of the 31st games and Street Fighter 4. However, its popularity was such – especially in Japan that Capcom have since decided to respond to the call for a sequel.

Add the plethora of secrets to a massive eighteen selectable characters (including previously hidden characters Akuma, Dan and Blanka), and Alpha 3 establishes itself as the most comprehensive game yet in the Street Fighter series.



ALL-NEW GAMEPLAY ADDITIONS

Although Street Fighter Alpha 3 benefits from all-new graphics and visuals of the old series (this seems new ones), the real revolution in the game is in the playability, which benefits from several key additions.

1. Enhanced Alpha Counters

Street Fighter Alpha introduced the concept of Alpha counters, which allowed you to reverse any hit by using up some of your Super Combo energy. This feature has (unsurprisingly) been kept on for Alpha 3 in a new, enhanced guise. Now all characters have counters involving both punches and kicks (those who only use counter per character in Alpha). Basically this comes down to a high or low counter. This gives you more control and means that counters are far more likely to hit home in the ring, providing you choose the right one.



Ryu's low energy Alpha Counter is active...



...and the punch-based Counter variant.

2. Custom Combos/Throws

This is the big new addition to Street Fighter. Charge up your Super Combo energy meter and unleash a Custom Combo. Your fighter is surrounded by purple after-images and becomes super-fast. You can now buffer in as many throws and special techniques as you want and watch as your opponent is (disgracefully) horizontal forward at supersonic. Marvelous!



Ken's fast enough on it, but when the Custom Combo kicks in, he's killed!



Ryu gives it some Custom Combo action. All special moves have no recovery time.

3. More Options

Capcom can see the distinction between home games and arcade ones. Obviously, for the home, more portability is required. After all, you have paid £30 for lifetime rights to the game as opposed to pay for a minutes-scale experience. So, what do you get? For starters you get the complete encyclopedia of Street Fighter Alpha 3 Capcom artwork, lovingly rendered in the Saturn's high resolution screen mode.

Of more relevance to the game is the Training Mode, allowing you to practice your moves as well as a Survival Mode that puts you in a pitched battle against every Street Fighter in town. Lovely.

There have been rumours of an enhanced Dreamcast battle mode pitting two human players against one CPU fighter, but so far nothing has been confirmed. In fact, Capcom have denied it but the rumours persist.



JUSTIFY YOUR SEQUEL!

Complaint games historians around the world know the 'secret of the sequel' - it can't be too fly the same as before. Of course, many of them only offer this a cursory nod and then fly off Joe Public by generally ignoring the rule. But Capcom are a bit smarter than that, and they realise you've got to make your sequels that bit different. The extent to which this rule applies to Turbo or Championably editions is a matter which we'll wrap under the carpet for now. Anyway, here's what's new with the Alpha characters:

SAKURA: You won't recognise Sakura from either earlier Street Fighter games or any other Capcom game looking around. That's lovely, supposing that because she is in fact a totally new character, and the only one newly created to arrive in Alpha 2. She's also the youngest character yet, nothing more than a hair-raffling 12 years old. Her fighting style is based primarily on her love, the awesome Kyo, and as such she has moves which tend to shadow his techniques. Her attacking style actually sees her using a variant on the dragon punch, as well as a wave punch which is particularly effective for taking down opponents attacking from the air.



Although similar to Special Move in Ryo, Sakura has her fair share of new techniques.



This underwear-flaunting technique is Sakura's answer to Ryo's barroom kick.



Sakura's rendition of the Dragon Punch gives us a bit more oomph with heavy punch!



Alpha veteran Shinryu suffers a close-range Shinryu (Shinryu) onslaught from Sakura!

Wave Punch	○ ○ ○	followed by any Punch Button
Sakura Punch	○ ○ ○	followed by any Punch Action
Spring Wind Kick	○ ○	with any Kick button
Shinryu Punch	○ ○ ○ ○ ○	with any Kick Button
Spring the Season	○ ○ ○ ○ ○	with any Kick Button
Confusing Sakura	○ ○ ○ ○ ○	with any Punch Action



A close-range mega Shinryu produces some spectacular pyrotechnics - one of the better additions made in Alpha.

SAKURA PERSONAL DETAIL

BACKGROUND: JIN
WEAPON: KICK
ENDLESS: YES
AGE: 12
POWER: 100
THE POWER: 100
THE POWER: 100
THE POWER: 100
THE POWER: 100



Two fighters from Street Fighter Alpha (but return to the sequel - that's Ryo and Ryo's by the way).



Once (1) is her Alpha costume, which actually first made an appearance in the end sequence for Capcom's Super Street Fighter 2 (before you chose to make her a full-time character).



The full-on, unstoppable force from the arcade makes its way to Sakura totally cool.



These pictures surrounding the section show that all of the old Alpha characters are back in the sequel. We haven't covered them in much depth here since we're assuming that you've played the first Alpha game. If you haven't, more bad news. Because it has A22.



Yoga Fire	□□□ with any Punch Button
Yoga Flame	□□□□□ with any Punch Button
Yoga Teapot	□□□ or □□□ with all Bikes or all Punch Buttons
Yoga Blast	□□□□□ with any Kick Button
Yoga Strike	□□□□□ with any Kick Button
Yoga Inferno	□□□□□ with any Punch Button



The Yoga Blast is a high Yoga Flame attack that is used to take out jumping attackers.

His moves out of range of the traditional Yoga fire attack.

GEN: Gen was around in the very beginning, appearing in the original Street Fighter. In physical appearance he resembles something of a Tennessean Super cowboy. However, he is unique among the streetfighters in having the ability to fight in two styles. When he takes on his "Mystic" style he fights a bit like Vega from SF4, making use of a rolling attack and having the uncanny ability to spring off the wall. In the "Crane" style, he sports an El Honda style rapid punch attack and an unusual kind of dragon punch he performs with his feet! Most impressive though, is Gen's Death Point Strike which lays down the gauntlet to an opponent, either they retreat before the timer runs out or they suffer a "Heavy" cut.



The emphasis of speed is heightened still further with Gen who multiplies images of his falling limbs appearing simultaneously. A truly awesome fighter.



DHALSIM: Conspicuous by his absence in Street Fight of Alpha, Dhalsim has somewhat managed to stretch his way into its sequel. He's been made over a little bit for this sequel, although essentially his moves remain the same. Some new touches include his ability to vary the length to which his supple limbs stretch, pressing either towards or away at the same time as the attack is executed. By varying the distance, Dhalsim can convincingly throw an opponent into an attack and then expect them as their most vulnerable. Another new feature for the Ghouls guru is an aerial defence move in the shape of the "Yoga Blast", although this is a bit tricky to pull off. Finally, Dhalsim now has the power to teleport just about anywhere at any time (even when sitting up from the ground), although to balance things up Vega's now a longer recovery when on his Yoga fire. His full potential remains unknown, but he's bound to be most powerful.



DHALSIM PERSONAL DETAILS

BACKGROUND: HINDU
AGE: 40-45
ENDORSE: A LOT
WEAPON:
POWER: 1000
BASE: 1000
THE POWERED: 1000
THE POWERED: 1000
THE POWERED: 1000
THE POWERED: 1000

GEN: PERSONAL DETAILS

Leg Thrust	□□□ with any Kick Button
Standard Flat Strike	□□□□□ with any Punch Button repeatedly
Dragon Punch	□□□□□ with any Punch Button
Dragon Punch	□□□□□ with any Punch Button
Rolling Power Strike	Charge □ then □ followed by any Punch Button
Light One Wall Kick	Charge □ then □ followed by any Kick Button
Vertical Kick	Charge □ then □ off the wall
Rolling Kick	□□□□□ followed by any Kick Button
Rolling Kick	□□□□□ with any Kick Button



GEN PERSONAL DETAILS

BACKGROUND: HINDU
AGE: 40-45
ENDORSE: A LOT
WEAPON:
POWER: 1000
BASE: 1000
THE POWERED: 1000
THE POWERED: 1000
THE POWERED: 1000
THE POWERED: 1000



SECRET CHARACTER MYSTERIES

In the arcades, you might have heard of a bunch of secret characters hidden in Street Fighter Alpha 2. The most notorious is definitely Evil Ryu - a version of the game's central hero who has learned some of Akuma's most powerful moves. Other secrets are the Street Fighter Turbo versions of Chun-Li, Dhalsim and Zangief. A hidden version of Guile/Akuma is also included. So the question is, are these characters in the Saturn conversion?

The answer, surprisingly, is YES! The Saturn version scores over the slightly inferior PlayStation game by including all of these secrets and also has extra features, better speed and more animation than the Sony game. So, two-fingered salutes, bows of "ngah ngah" and other childish behaviour should be levelled at Sony owners by order of Sonic.

EVIL RYU... THE ULTIMATE EXPRESSION OF EVIL

For years, Akuma has been shadowing Ryu's every move, occasionally jumping in to challenge him in battle. The reason behind the evil one's interest becomes clear should Ryu succumb to the same power as Akuma, he is transformed into the deadliest fighter ever seen.

How to get him: At the character selection screen, highlight Ryu, then press and hold down start. Move to Adon, Akuma, Adon, then back to Ryu. Press any button.



ORIGINAL CHUN-LI... IN HER OLD GEAR!

Let's face facts: old Chun-Li just hasn't been the same since she's ditched her traditional Chinese costume and opted for the girl-investigative threads. This special mode puts her back in the old gear, loses her Super Combos and changes one of her moves slightly.

How to get her: At the character selection screen, highlight Chun-Li, then hold down the Start button for about five secs, then press any button.



Look at all of these brilliant hidden characters! Many of them aren't in the PlayStation version of game. That's good for us then eh?

SHIN GAUKI... HE'S TOTALLY MAD

So, Evil Ryu is the most powerful character in Street Fighter Alpha 2? Well, yes. Until you find out how to access Shin Gaou - a super-powered version of Akuma! Resilient to damage and packed to the eyeballs with powerful moves such as multiple air fireballs, Shin Gaou really is Power Made Flesh!

How to get him: Highlight Akuma and then press start button and hold it down then press: Down, Down, Right, Down, Right, Down, Down, Down, Left, Down, Left, Down, then hold down Start and press any button.



TURBO DHALSIM... NOT THAT GOOD!

That new Dhalsim eh? He looks a bit good in all of his anime finery and well he might - after all, this is Street Fighter Alpha 2. But listen... don't you hanker for the old, different style Dhalsim, the one without all the fancy new moves? No? Well, you



get him any way with this code

How to get him: At the character selection screen, highlight Dhalsim then press and hold start. Move to Zangief, Sagat, Nash, then back to Dhalsim. Press any button.

OLD ZANGIEF... ALL RIGHT FOR COMEDY VALUE!

The old Zangief was kind of like the fat boy at school: large, hulking, a tad repellent. But get to know him a bit, spend a bit of time with him and you might actually start liking him. Or maybe not. Still this is the code you need to access the Roland Browning of the Street Fighter Universe.

How to get him: At the character selection screen, highlight Zangief then press and hold start. Move to Sagat, Sodom, Rose, Birdie, Nash, Dhalsim, Ryu, Adon, Chun-Li, Guile, Ken, then back to Zangief. Now press any button.



AND THERE'S MORE... BUT WE AREN'T TELLING

Extra cheat modes in Alpha 2 include an autofire mode as well as an infinite custom combo, allowing you to perform just hit combos when used in concert! How do you do this? Well, we aren't telling for now.



One of the hidden hits not revealed: how to get a 99 hit combo with Zangief!



DAN

PERSONAL DETAILS

BACKGROUND: NEW GENE
WEIGHT: 110 LBS
DAN AGE: 18
COLOR: PINK
PUNCH: 700
KICK: 700
TWO PUNCHES: 1400
TWO KICKS: 1400
SAFETY: 1 (DASH, AIRDASH, DODGE)
STUN: 10 (SHOCK OF THE LOT)



DAN: Dan was one of the three Midway characters in Street Fighter Alpha, and a bit of a disappointing one. Unlike M. Bison and Akuma, his range of moves and their potency isn't a lot to be desired. Unfortunately he's not really any better in this sequel. In fact, as far as some of his moves go he's worse. Most notable are his weaker jump attacks and weaker Gou Kikū. It is about the only new ability Dan has acquired since he was last seen is the ability to front kick. Oh well.



Stylaide Flat: ○○○ with any Punch Button

Blazing Dragon Flat: ○○○○ with any Punch Button

Gou Kikū: ○○○○ with any Kick Button

Rolling Tactic: ○○○○ with the Start Button

Shy-Shaking Stylaide Flat: ○○○○ and any Punch Button

Blazing Dragon Rolling Flat: ○○○○ with any Kick Button

Winning Ykkassan Flat Jugg: ○○○○ with any Kick Button

AKUMA: Akuma was a secret character in Street Fighter Alpha, and is the pupil of Gen, the tough looking old master who appeared in the original Street Fighters. He is famous for his instant Hellish Death Strike which is the most powerful move in the entire game, alongside Zangief's Spinning Pile Driver. Akuma still uses attacks like his aerial Backroll (although this travels at a sharper angle than it used to), and the Ryu style dragon punch (although, here again, this move is now no longer totally invincible). You'll also notice that Akuma has decided to fit himself out in a sparkling new white suit.



AKUMA

PERSONAL DETAILS

BACKGROUND: JINRY
WEIGHT: 170 LBS
DAN AGE: 25
COLOR: RED
PUNCH: 1400
KICK: 1400
TWO PUNCHES: 2800
TWO KICKS: 2800
DANGER: 10 (JUMP ON THE GROUND AND PRESS THE CROOK ARROW)



The instant Hellish Death Strike produces the extreme symbol (Dahs below left) and inflicts 75 hit points.



Mighty Wave Flat: ○○○○ with any Punch Button

Overarching Wave Flat: ○○○○ with any Punch Button

Mighty Rolling Dragon Flat: ○○○○ with any Punch Button

Air Wave Flat: ○○○○ with any Punch Button

Overhead: ○ plus Middle Punch Button

Fire Kick: Jump, then ○○○○ with Middle Kick Button

Backside Loop: ○○○○ with any Punch or indeed Kick Button

Teleport: ○○○○ or ○○○○ with all three Punch or Kick Buttons

Destructive Mighty Wave Flat: ○○○○ with any Punch Button

Destructive Mighty Dragon Flat: ○○○○ with any Kick Button

Ravenous Mighty Sky Crusher: Jump, then ○○○○ with any Punch Button

Instant Hellish Death Strike: Low Punch, Low Punch, ○ then High Punch

ZANGIEF: (The Thabian, Zangief names) to take some time out, but in Alpha 2 he's back once more and has an awful lot more to show for players to grapple with. Essentially his standard moves remain the same as those he had in Super Turbo and involves a lot of "plus" spinning of the Dual in order to pull off his clearest attacks like the pinwheel. It's in Zangief's super moves that we see some new attacks. He has a mid-air throw known as the Aerial Russian Slam and a Final Atomic Buster which is in fact a super ending pinwheel.



The Spinning Pin Driver in full effect!



Russian revolving Zangief Drive!

NAME	COMBO
Spinning Pinwheel	○ ○ ○ with any Punch Button
Double Lariat	All three Kick Buttons pressed together
Spinning Outburst	All three Punch Buttons pressed together
Spinning Pinwheel	Spin past 360 degrees then press any Punch Button
Power Bomb	Spin past 360 degrees then press any Kick Button
Final Atomic Buster	Spin past 720 degrees then press any Punch Button
Aerial Russian Slam	○ ○ ○ ○ ○ with any Punch Button

ZANGIEF PERSONAL DETAILS

BACKGROUND: FIGHTER

AGE: 40-45 YEARS

HEIGHT: 6'10"

WEIGHT: 300 LBS

WEAPON: NONE

ARM: 10'0"

FEET: 10'0"

HAIR: 10'0"

SKIN: 10'0"

TECHNIQUE: 10'0"

STORY: ZANGIEF FIGHTS HIS WAY THROUGH THE WORLD



The new look Zangief in the Alpha online style. His Spinning Pinwheel-style attack produces the show fire-hot, it looks good, yes?



ROLENTO: You might be forgiven for thinking that Rolento is an entirely new character. However, those of you with a near encyclopaedic knowledge of Capcom games might recognise him as the level four boss in the original Final Fight coin-op (and also as a character on the Mega-CD). His background is actually the moving cage bit that the Final Fight character had to take to his last. With a useful piece of piping in his hands, Rolento does a formidable hurling attack, although the recovery time with this move is massive. He also makes use of an aerial knife throw, a rolling attack which involves multiple hits and a Vega-esque off the wall attack. As far as his super go, Rolento makes use of his grenades which explode on opponents not sharp enough to block them.



6'10" style look from the past, followed by a move to the shop. A stack-to-look Rolento techniques.



Reinforcement of Rolento's looks has come from Super Street Fighter. Rolento's looks can inflict many, many hits.



ROLENTO PERSONAL DETAILS

BACKGROUND: FIGHTER

AGE: 40-45 YEARS

HEIGHT: 6'10"

WEIGHT: 300 LBS

WEAPON: NONE

ARM: 10'0"

FEET: 10'0"

HAIR: 10'0"

SKIN: 10'0"

TECHNIQUE: 10'0"

STORY: ZANGIEF FIGHTS HIS WAY THROUGH THE WORLD

NAME	COMBO
Pipe Throw	○ ○ ○ plus any Punch Button and any Punch again
Stronger	○ ○ ○ plus any Kick Button and any Kick again
Maximal Attack	○ ○ ○ plus any Punch Button and any Punch again
Maximal Air Throw	Press all Punch Buttons plus Punch again
Strong/Upper Combo	○ ○ ○ with any Kick Button and any Punch or Kick
Max Bomber	○ ○ ○ ○ ○ with any Punch Button
Roller Pressures	○ ○ ○ ○ ○ with any Kick Button

THE SANMAN CO

AM2. 3D. Two people brawling. Combine all three aspects of this and you have **Fighting Vipers** - the latest dynamic project to issue forth from the labs of the **world's greatest arcade and Saturn developers**. This month, we conclude our character-specific action on this **most excellent of combat games**... But there's more in the next issue!

The second (and concluding) part of our **Fighting Vipers** coverage begins on this page! If you missed last month's installment, you rather foolishly missed up on full-on action concerning Babu, Candy, Jane and Grace. This issue, we follow up with reaves bits for Tekin, Raed, Picky and Scamsa - perhaps the four most dynamic characters in the game!

In addition, we reveal some of the secrets behind **Fighting Vipers**. We show off all of the different permutations of young Candy, including the special Virtua Fighter 3 costume! But there be no doubt about the incredible nature of this conversion - although **Virtua Fighter 3** is probably better in some regards, this translation of the arcade original is amazing. That's why we gave it a highly decent grade in the last issue.

Still, enough of this foolishness - as with the full-on coverage you've come to expect! Plus, expect more revelations about this stunning game in the next issue of **SEGA SATURN MAGAZINE**.



Scamsa is possessed of some incredible throwing abilities (shown). Powering up the lone first power counter against a prepared Picky puts...



Like many of the Fighters, Scamsa has...



...a counter that leads straight into a...



Age Unknown • Sex Male • Weight 180lbs • Height 182 Ag
Specialty: Belly Crash • Stage: Arm Stone Cove

Not to nothing is known about Scamsa - no one knows when he arrived in Arm Stone, nor one knows why he is here and his connection to old ones of the town remains a mystery. Even his real name is a secret only known to Scamsa himself. He has no friends and is known fairly, few Stone residents have ever Scamsa drive a specially constructed, large scooter around town and have noted his fixation with the numeral "3". People stay well clear of Scamsa owing to his belief that fighting is the only form of expression open to him. Let there be no doubt - Scamsa is one of the deadliest combatants in the game, with a range of techniques similar to Bull and Jetty from Virtua Fighter (a series of throws at least). Although bulky, Scamsa is not fat - everything you see is muscle, which makes him the premiere heavy hitter in **Fighting Vipers** when the power is combined with his many and varied crowing techniques.



...Power counter. Here, it deces Picky...



... Scamsa can use a Coast Swing immediately!

METH



With full armor, that's Sannin for you.

Shove Smash	○ ○ P	8
Block Bomber	○ B	8
Combo Block Bomber	P P L	888
Barbed Drag	○ P	Down
Strike Quake	○ E	Down



Search to the bottom...

Smash through the bottom...

Go to the bottom...



Grass looks totally impressive for the incoming Sannin power (read or not)!



1-1 Punch	PP	88
1-2 Hammer	PPP	888888
Ask Hyperroot	P ○ P	88
Ask Upper & Back	P ○ P L	8888
Punch & Kick	PL	88
Hyperroot	○ P	8
Double Upper	○ P P	88
Clap	○ ○ P	8
Double Clap	○ ○ P P	88
Triple Clap	○ P P P	8888
Generator (○)	○ P P	88
Generator (○ ○)	○ P P P	888
Generator (○ ○ ○)	○ P P P P	8888
Generator Punch	○ P P P P P	88888
Body Press	Any 8 more ○ P	8
Reverse Dodge Bomber	○ P +	8 Down
Leg Through	○ E +	L Down
Punch Bomber	P + +	8
Double Punch Bomber	P + + + P + +	88
Hammer Down	○ P + +	8
Double Hammer Down	○ P + + + ○ P	88
Hammer & Reverse Dodge	○ P + + + ○ P +	88
Extreme Punch	○ ○ ○ ○ P + +	88888888

Reverse Kick Dash	P +	Threat
Start Swing	○ ○ ○ ○ P	Threat
Back Banging Dash	○ ○ ○ ○ ○ P +	Threat
Triple Back Thrust	○ ○ ○ ○ ○ P + ○ ○ ○ P +	Threat
Sumo Tosses	○ ○ ○ ○ ○ P + ○ ○ ○ P +	Threat
then 200 P +		Threat
Beer Keg	○ ○ P +	Threat
Beer Keg & Front	○ ○ P + + ○ P +	Threat
Smashin' Back Bomber	○ ○ P + +	Threat
Pie Bomb	○ ○ P +	Grass & Stun
Super Power Dash	W a l l ○ ○ P +	Threat
Iron Elm	W a l l ○ ○ P +	Grass & Stun
Heart Biting	○ ○ ○ ○ P	Grass & Threat Potable
Double Back Hand	○ ○ P +	Grass & Threat Potable
Back Kick	○ P P +	Threat

Body Attack	○ P P	8
Smash Punch	○ P P +	8
Blind Kick	○ P P + or ○ P	L



A bit of a power, Raxel is something of a style warper.



Knocking over Jim's head, Raxel begins a throw...



...Which sends the Vacuum-bottle into the floor!



A montage of Raxel-inflicted violence, ranging from throws to guitar strikes!



PLAYERS



Age 17 • Sex Male • Height 5'11" • Weight 141 lb
Specialty Guitar Attack • Stage The City Tower

WEAPON



For his national appearance, it's clear that Raxel is the rock musician of the Fighting Vipers tournament. However, this guy takes his violence as seriously as his hard rock - he has increased sales thirteenfold from the world class fighter Jerry Bryant, but when to wear extra damage by using his guitar as a weapon. Raxel's life has been one of rebellion. Following an altercation with his father at an early age, he dropped out of high school and became lead singer/bassist with the world-class heavy metal band Death Crunch. He is not to mention both his band and his own name, and even the Fighting Vipers tournament as a means to this. Due to the somewhat familiar nature of his attacks, Raxel is a good choice for seasoned Virtua Fighter players who are new to Fighting Vipers.



The E+E move is a great floating strike...



... Raxel uses the OOP guitar strike...



... no bar way down! a single, only strike...



... See Candy is in his worst! Moshed!



In this life sequence, Raxel demonstrates the rhythm nature of his attacks as a downed foe.



Just's down for the next, as Raxel begins with a OOP single guitar strike!



But if they are going to be spending some time on the ground, use the OOP power strike!



Or if time is limited and you want some extra damage for next, use the OOP kick. Lovely.

SHOWCASE



Picky, in his "wavy" style, scores another victory.



A return with his new style, against Jaxx here.



After all, who is that fighter? Picky is the guy!



The level of detail in the Fighting Fighters is quite amazing. Not only are both the fighters with armor, but there's also totally different skins for each character's armor too, guys.



Picky is one of the fighters who makes the most use of the wall, so even here as...



...he jumps back, rebounds off the wall and strikes off his opponent, impressive.

CHARACTER PROFILE



Age 17 • Sex Male • Height 167 cm • Weight 68 kg
Specialty Skateboard attack • Stage The L.A.S. Diner

The youngest participant in the Fighting Fighters tournament, Picky is not really associated with the urban violence that is raging in Arm: Stone City. Owing to his tender years, Picky still attends the local Junior High School, where he has spent many hours perfecting his skateboarding techniques. Initially he took up the board in order to impress a potential girlfriend - Catherine. However, he soon discovered that the agility, balance and strength required in his spectacular skateboarding techniques could easily be adapted for fighting purposes. A swift, cool and determined character (much like his dad between the legs of his opponents!), he uses his skateboard for the basis of all of his fighting attacks - the Board Slap in particular being one of his most powerful techniques.



Picky also confirms his love for his sport between their fights...



...And it's possible to immediately follow up with a "boma kick" backwards!



Many of the moves in the Fighting Fighters...



...have some decent, changing attack...



That's also great use of the walls too.



...Followed each of the...



Rebounding Heavy is right!



Grace handles a horrific Flity onslaught!



TECHNIQUE (COMMAND NAME)	MOTION	EFFECT
1/2 Pound	PP	HS
1/2 Side Kick	PPS	HS
Combo Two Kick B	PP-C-AS	HS
Combo Upper Style	PP-C-PE	HS
Combo Knee Kick	PP-C-SB	HS
Round Kick	PPS	HS
Push Kick Kick	PS	HS
Push Low Kick	P-C-S	HS
Grass Kick & Kick	C-PS	HS
Uppercut	CP	HS Feet
Upper B Style	C-PE	HS Feet
Knee Kick High	SS	HS
Two Kick	C-S	HS
Two Kick High	C-SS	HS
Wallo Kick	C-S	HS
Head Attack	C-C-S	HS
Knee Kick	S-S	HS
Wing Kick	Grass/C-S-S	HS Feet
Flity Kick	C-C-C-C-P-S-S-S	HS Less Broom
Back Kick	Back to Wall/C-S	HS
Wall Kick	Back to Wall/C-S	HS

TECHNIQUE (COMMAND NAME)	MOTION	EFFECT
Round Kick	C-C-C-P	HS
Jumping Kick Kick	Top of Wall/C-P	L

TECHNIQUE (COMMAND NAME)	MOTION	EFFECT
Round Kick	C-S	HS
Swing Kick	C-P	HS

TECHNIQUE (COMMAND NAME)	MOTION	EFFECT
Round Kick	Back to P	HS
Swing Kick	Back to P-S	HS
Swing Kick	Back to P-S	HS
Swing Kick	Back to P-S	HS
Swing Kick	Back to P-S	HS

TECHNIQUE (COMMAND NAME)	MOTION	EFFECT
Wall Kick	P-S	Throw
Back Kick	C-C-P-S	Throw
Swing	CP	Break Defense
Leg Through	C-P-S-S	Break Defense
Leg Through & Back Kick	C-P-S-S-C-S	Break Defense & Attack
Clutch Kick	Multi-C-S	Throw
Air Kick	1st/C-P-S-S	Air Kick
Knockdown	1st/C-P-S-S	Air Kick
Back Kick	Back to P-S	Throw

TECHNIQUE (COMMAND NAME)	MOTION	EFFECT
Swing	CP	Break
Swing Kick	C-P	Break
Swing Kick	C-S	Break

"Combine all the best shooters ever played in one game!" EGM

BLOW 'EM TO SQUID SPIT

IN THE HUNT



SEGA SATURN

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5-2 & Kick	PPP	1000
Punch & Kick	PK	80
Overhead	○PK	80 (Feet)
Open Arm Throw (A)	○PP	800
Open Arm Throw	○PPP	1000
Toe Kick	○Punch&K	80
Wrist Kick	○K	80
Double Wrist Kick	○K&K	800
Triple Wrist Kick	○PPP ○K	1000 (Gren)
Knee Kick	○K	80
Hi-Kick	○PK	80
Slapping Kick	○K	80
Head Jit Kick	○PK	80
Spin Kick	○K	80
Spin Kick & Dive	○PK	800
Spin Head	○PK&K	1000
Spin Kick	○K ○K	80
Low Spin Kick	○K ○K	80
Low Spin Head	○K ○K	1000
Triple Low Spin	○K ○K	1000
Wrist Kick	○K ○K	80
Wrist Kick Double	○K ○K ○K	800 (Gren)
Carapace Kick	○K ○K	80
Carapace Low	○K ○K ○K	80
Roll Punch & Kick	PKP	800
Roll 1-2 & Kick	PKPP	1000
Roll 1-2 & Loop Kick	PKP ○K	1000
Roll PPP Roll	PKPPP	1000
Roll PPP Low K	PKPP ○K	1000
Roll PPP Loop K	PKPP ○K	1000
Low K Punch & Kick	○K ○K PK	100
Low K 1-2 & Kick	○K ○K PK	1000
Low K 1-2 & Loop Kick	○K ○K PK	1000
Low K PPP Roll	○K ○K PPP	1000
Low K PPP Low K	○K ○K PPP ○K	1000
Low K PPP Loop K	○K ○K PPP ○K	1000
Grass Kick	○PK ○K	100
Grass Kick & Kick	○PK ○K ○K	100
Roll Kick	○PK ○K ○K	100



See Quarter View

Quick Reaction

Feinting Straight

Spinning Tackle

Drop Kick

Sliding Kick

Wall Throw

Arm Grapple Kick

Back Kick & Throw

Rolling Throw

Quick Kick

Quick Kick

Slapping on

Seize and Kick

○K

○K&P

○K&P ○K

○K&P

○K&P ○K

○K

○K&P

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PLAYER SELECT



Age 11 • Sex Male • Height 170cm • Weight 55kg
Specialty Spin Kick Combo • Stage The Arm Strong Airport

Having been raised as the son of a Kabuki actor, Tokio is used to hard times. This led him to taking up gang membership of the feared Black Tiger gang, but he eventually led the gang to leadership of Arm Strong City. This quit after his actions as leader led to the tragic death of a junior gang member who he preferred to think of himself as a friend, and possessed the skills to beat off all comers. Tokio is currently the favourite Viper in Japan, owing to his initial resemblance to Virtua Fighter's favourite, Liu Chan. Just like Liu Chan he is capable of some horrifically creative PK combinations, although these occasions in Fighting Vipers are different enough to increase interest in him still further. He kick-guard before combinations can be whelmed to suit the player and unpredictability here in the bag - he can attack at any level whenever he pleases. If you blast the combo system in Virtua Fighter 2, Tokio takes it to a new plateau of greatness.



The corner of the ring is hit by...

...collapsing Tokyo's 1000-year-old...



Another Tokyo, more over-the-top...

...brutal a punch and...



Ikkaku celebrates victory against his opponent on the Arizona Airport stage.



Almost too like in his kick-flipping, Ikkaku is something of a disarming entrance...



Almost the opposite of Ikkaku in playing style, Ikkaku is most flying towards the boss.



A somewhat dramatic view of Ikkaku's pre-fight chest as Ikkaku sends her flying towards the wire servant. That is no way to treat a lady's chest screen.



Ikkaku has a small range of throws at his disposal - randoms now so powerful in this regard as Ikkaku or Ikkaku. Some players might think his cheap thanks to these irritating throws and constant combinations. And they could well be right too.



Ikkaku's stance, and on a he has his appetite against the boss, that's it.



... Are powerful combined with his boss...



... And back off with a somewhat look.



... Which can be followed up with the look.



... Readiness of your choice.

HAVE YOU GOT THE METAL ...



TO ENTER ROBO PIT WHERE STEEL MEETS STEEL

SEGA SATURN

KOKOPELLI

T+HQ INTERNATIONAL LTD, 4 THE PARADE, EPSOM, SURREY KT18 5DH

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FEMMIE FATALE

The Scion – perhaps the most powerful magical artifact ever to exist. Not surprisingly, everybody's after it, but only Lara Croft has the know-how and the style to actually pocket the thing. ROB BRIGHT follows her through some of her Tomb Raider adventures.



Here we see the great Lara Croft, posing outside her very poor memory. But who's to blame? That a girl brought up to be a lady could end up on a bike mauling a gun? Oh?

The truth can finally be revealed, Lara Croft is a toff! That's right! Her old man is Lord Henshingly Croft, Arch-Tuff of Gulliver Manor, or something like that. Anyway, after attending finishing school where she majored in 'the Exploitation of the Poor and How to do it' she decided she needed a break. But where to go? Monaco? The apartment in Vienna? Or maybe just knock about in Knightsbridge for a while spending lots of money and sitting in posh tea-rooms? Oh the stress! Oh the agony of choice!

After a visit to her Personal Psychological Development Manager, she decided to take a holiday at a remote island resort that caters for the toff end of the market. Not like Bulgaria where you might go on a school trip. As it turned out, the choice was a bit of a disastrous one. On her way back, refreshed by the mountain air and looking forward to a life of easy leisure, her plane crashed killing everyone but her lucky self. Stumbling out of the wreckage, Lara finds herself isolated in hostile territory - the kind of place where they don't accept visa cards and have no respect for the upper echelons of British society. Caught in this quandary, Lara does the only thing she can do and goes native. After a brief period spent drinking muddy water and existing on a diet of gubs and maggots, our heroine discovers that she actually quite enjoys living like a poor savage type, and decides to begin an exploration of her mysterious surroundings. Over the next few years she learns to forget the chauffeur driven limousines and the champagne breakfasts, and diverts her thoughts from shopping by taking up archeology. And being the phenomenally jacking soul she is, she turns out to be a dab hand at it, discovering artifacts like the holy grail with a casual abandon. Naturally her reputation spreads, and soon she's adventuring for antiques across the globe. Her latest mission is commissioned by a mysterious organisation that want her to retrieve something known as 'the Scion'. With only a couple of pistols and a plumb in the mouth aimed to protect her, Lara moves through the bellfryers of four ancient civilisations, danger awaiting her at every turn. Well, not every turn but lots of them all the same.

Then there you, the lucky player, comes in. There's a vast range of commands at your disposal which cause Lara to run, jump, climb, slide, step, jump sideways, grab ledges, roll, shoot, swim - just about everything really. It's a good job she's the athletic type as well, because there's lots of tough terrain and a motley crew of enemies out to get her, everything from wolves to crocodiles, giant moles to good old' human beings. There are four worlds in all, each of which is split into levels where there are a number of tasks, some of which are puzzle based, some of which require extensive exploration, and some where the priority is shooting down your foes. Cut-scenes pop up now and then to fill out the plot, and the mystery grows thicker as you progress. But just what is the deal with this Scion thing? Hmmmm... you'll just have to find out for yourself games chums.

Tomb Raider is reviewed on page 66.



BACK TO MY PLACE²

Because Lara is one of those high maintenance characters, getting used to the moves available can take a bit of time. Fortunately, you get the chance to practice your skills when Lara invites you back to her mansion to hone some of her skills. This involves moving from room to room, practicing your jumps and rolls with the help of vaults and mats, and then taking a quick dip in the swimming pool. As you move about the place, Lara gives instructions which tell you precisely how to execute a move perfectly. If your playing is a bit rusty it's always worth peeping to this practice mode to get you back on form.





From wire frames to characters in games! These pictures show you the ingenious methods that Gave employed to make things that in the game look amazingly like what it was painstaking hot dog, was it worth it?

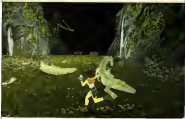


(Above) This is the entrance to the garden in the City level. You'd better have your weapons at the ready because there's an ape in there.



PLAY IT AGAIN CORE

They're a shrewd bunch at Core. Maybe it's something about the Derbyshire air. Or maybe they just know their games. You see, they realize that with a game like *Tomb Raider*, gamers would be inclined to leave it as the shelf ornament they finish it (no easy task in itself). So when you do finally get through all those puzzles, enemies and levels, the game gives you the option to play in Action mode. This basically does away with the puzzle stuff and turns the game into a full-on shoot 'em up. The enemies even regenerate meaning you can practically play it endlessly! Nice one Core.



Reptiles stalk the hazy level, and some of them aren't much smaller in real life!



Lara stands at the entrance to a maze room. This is the St. Francis' Folly level.



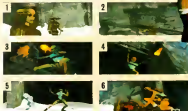
Heaven, animal skins hang up to dry in the very fireplace. What could it all mean?

A TASTER

Just to whet your appetite, here's a taster of what you can expect from some of the levels in Tomb Raider. Obviously things get tougher as you move through the game. We'll only show you some snippets from the first two worlds because we don't want to spoil the whole game for you. We begin in Peru...

WORLD 1: VILCABAMBA

Travelling among the snowy Andes mountain tops, Lara finds herself at the gates of a lost Incan city known as Vilcabamba, combined with in the mountain itself. The FMV intro shows Lara's guide getting attacked and killed by wolves as the giant doors open, so you know there's going to be a few of those knocking about.



Here's a selection of shots from the intro to the Incan World. What happens is this, as Lara opens the giant doors, wolves leap out and attack her guide. So our intrepid heroine jumps down your sidebars. She kills the wolves but it's too late, the guide is dead...Oh well, can't be helped.

THE CAVERNS: Lara's first stop sees her walking through the cave entrance to the mountain. Before she knows it there are dirt mineshafts firing out of the walls, just like the opening to Raiders of the Lost Ark. There aren't many mineshafts in this opening area, although after Lara finds her way into the beginnings of the city, crossing rope bridges as she goes, there's the possibility that she'll have to contend with a bear.



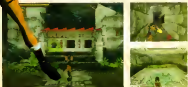
It's the bear sitting in a pit just waiting for you to disturb it. Because it's very big, you're going to need some serious firepower.



It's the classic Incan rope bridge scenarios. I'd get across it fast if I were you.



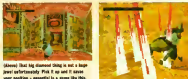
THE CITY: As Lara enters the gates to the city proper, she immediately faces a pack of wolves. Providing her guns are at the ready, she'll aim automatically, although she has to be facing in the direction of the attacking enemy. Providing they're dispatched effectively she can go exploring for a bit. The action gets a bit more diverse when Lara gets the chance to do a spot of swimming. This will lead her to whole chambers submerged in water, and she needs to find a route to the surface before her power bar runs out. In the city there are locked doors, as well as doors which open by switches so hunting for keys becomes a priority.



THE VALLEY: Things start to really hot up when you discover the valley. There are lots of wolves knocking about as you move through gaps in the rock and a good deal of climbing too. A human skeleton warns you that there's trouble ahead, and once you make it into the valley itself, up pops a dinosaur. There are quite a few of them wandering about the undergrowth. Most of them are like Raptors but there's also a huge T-Rex sleeping about. You'll have to hope you've got the shotgun as you to deal with it.



TOWN OF QUALLOPAC: This is the last part of the Vilcabamba world and certainly the most difficult level so far. On entering the town there are many corridors. Walking down one of them for example, she triggers off a trap - the classic Raiders of the Lost Ark rolling ball trap! There are lots of other traps in this level and some tricky puzzles involving moving blocks in relation to switches.



(Above) That big diamond thing is not a huge jewel unfortunately. Pick it up and it saves your position - essential in a game like this.



WORLD 2: LABYRINTH

After you've made it through the Ican world, the plot thickens. An impressive cut-scene shows Lara making her way into the headquarters of her employers, the Natta Corporation. She is beginning to suspect they have set her up. Her travels then leave onto the world of classical antiquity with the architectural ruins of Greece and Rome looking out warily from the past.



Noting realised there's something fishy going on - what with her employers trying to kill her - Lara goes to their headquarters to find out the score. Her discoveries lead her to the ruins of ancient Greece and Rome.

ST. FRANCIS' POLICE: As soon as you enter the first chamber in St. Francis' Polly you're in trouble. Two lions guard the entrance to the east chamber. Providing you take care of these, you can concentrate on the gorilla's you'll have to deal with when you activate another door. Oh, so it's not very nice killing all these lovely animals but they aren't real so that's alright. Providing you do away with the endangered species wandering about the place, the tasks start to revolve around lots of athletic jumping from pillars until you enter a giant labyrinthian room where there are four doors under the names of four gods - Atlas, Neptune, Thor and Denevies.



THE COLISEUM: Once you've managed to open the door to the new level, you're immediately faced with the prospect of traversing a pit containing a couple of writhing crocodiles. This is where all those useful moves that Lara can do like crawling along ledges by her fingertips prove essential. Once she's inside the coliseum there are, as you'd expect, lots of lions to contend with, as well as the odd gorilla moving about in Dave Kaval fashion (which is pretty sinister actually). Once again there's plenty of climbing on this level. As you might expect.



Expect plenty of lions at the coliseum...



...and plenty of geometrically perfect pillars.



PALACE MIDAS: One of the routes into the Palace Midas is by going underwater and entering a pool through a gate. There are lots of lovely pictures of dolphins on the side of the pool by the way. There are now various routes to take, and lots of lions, gorillas and crocs sneaking around. There's also an indoor garden, access to which can only be obtained by finding the relevant switches to open the gates. You might also like to go and check out the broken down statue of Midas himself.



Lara can enter Palace Midas underwater. Very nice.



MUSIC MOODS

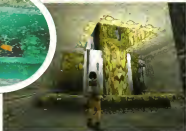
One of the really ingenious things with *Tomb Raider* is the way in which the music synchronises with the action. Rather than playing music all the way through the game, it simply cuts in as occasions. If, for example, a particularly nasty enemy is approaching some dark and dramatic sounds are played. If you arrive at a new and beautiful chamber - like the huge multi-level ones in the El Financiera - the music is more revelatory and serene. Ahhh.



STRANGER IN SIGHT

Your enemies are not only lions, wolves, bats and other members of the animal kingdom, but also human beings in all their bipedal finery. There are a number of suspicious types you're likely to come across. In the coliseum, the mysterious Prince Duskart turns up, and in the valley where dinosaurs lurk, Lannon - the bloke who originally commissioned you - pops up to blow you away and steal the place of the lion from your corpse. Can't trust anybody can you eh?

Quite a lot of Lara's exploration leads her underwater, this gives us a chance to enjoy some great animation, and do a spot of thing as well. Thing doesn't usually make any difference but it looks nice so why not eh? But a quick word of warning - be careful and make sure you don't drown.



Even *Water* becomes one of the most atmospheric environments yet seen of the Saturn.



WATER BABE

Tomb Raider features lots of levels where water is involved, so it's a pretty good job that Lara is an ace swimmer. Unfortunately she's also more human than fish, so the amount of time she can spend underwater is limited. Just how much breathing space she has is displayed on a life bar which gradually decreases. When this is used up a gold bar appears which goes down very rapidly. If she doesn't come up for air before the last of it disappears, she drowns in a horrible and convulsive fashion.



Viper Talk

Now that **Fighting Vipers** is finally complete, **SEGA SATURN** MAGAZINE's Japan Editor, Warren Harrod, took time out to visit AM2 at Sega's Tokyo headquarters to talk Vipers with the **HIROSHI KATAOKA** - Crew Chief of the AM2 conversion team.



The switch to a lower resolution allowed AM2 to produce amazing shadowing and shading effects. The visual look is absolutely amazing!



SEGA What were your first thoughts when confronted with the task of converting **Fighting Vipers**?

HIROSHI In the arcade version you were able to break the armour and smash the walls. Everybody really enjoyed that. For the Saturn we will be wanted to convert that perfectly so that Saturn users also could enjoy the great feeling of breaking the armour and walls.

SEGA Please tell us a little about the team converting **Fighting Vipers**?

HIROSHI The main part of the team was the same as the Saturn **Virtua Fighter 2** team. In addition there were a few members from the original **Fighting Vipers** arcade team. Altogether there were around 15 people in total.

SEGA What was the first development work you did on the conversion?

HIROSHI Converting the **Virtua Fighter 2** program was first, however, in **Virtua Fighter 2** there are no walls so creating the walls and fences was what we started. On the Saturn, creating these big walls was one of the most difficult parts of the programming so in order to get that out of the way we started on this first.

SEGA Was creating the walls the longest part of the conversion process?

HIROSHI No not really. Rather as it was necessary for us to develop a lot of very advanced programming techniques and the designers also had various ideas they wanted to try and do so this was the most time consuming.

SEGA What were the main difficulties you faced in bringing **Fighting Vipers** to the Saturn?

HIROSHI Because **Fighting Vipers** has walls, unlike **Virtua Fighter 2** there are a lot more polygons being used. Furthermore, each time the armour is smashed lots of broken pieces are sent flying so that also uses many polygons. No matter what we do we have to use lots of polygons and that's really hard to do.

SEGA How much more complicated were the graphics for **Fighting Vipers** over **Virtua Fighter 2**? What complications did this cause when producing the Saturn version of the game?

HIROSHI The biggest difference is that the characters in **Fighting Vipers** have various types of armour attached to them. In **Virtua Fighter 2** they're only wearing ordinary clothes made of cloth but with the armour there's an incredible amount of minute detail included which adds a kind of mechanical feeling to it. Trying to make that kind of detail look good on a domestic TV look was a lot of trouble. Other



SEGA SATURN MAGAZINE would like to thank Hops of Japan and Hiroshi Kataoka (above) of AM2 for their time and courtesy.

than that, where the light hits a place it's illuminated and where it doesn't hit it's dark in the shade. This kind of shading isn't in **Virtua Fighter 2** but it's used in **Fighting Vipers**. This effect looks great but from the programming side it's extremely hard to do.

SEGA How long did it take you to develop this?

HIROSHI About half of the total development time was spent experimenting with this.

SEGA The inclusion of the walls and fences in **Fighting Vipers** was obviously essential in bringing the game to Saturn. What difficulties did this present you?

HIROSHI As you've created a large number of polygons is essential but their area size is also important. When a large polygon appears on the screen then drawing it is difficult. If you display a big wall completely no matter what you do, when the camera pulls back the character becomes too small so you can't draw that many big polygons. Correctly preserving the force of the character's size while drawing these huge walls is really difficult. If the characters were displayed really small then drawing the walls would be quite simple. But, when they're big it's much harder.

SEGA What difficulties did the interaction between the fighters and the wall bring out?

HIROSHI It's essential that the way the characters bounce off the walls is recreated identically to the arcade **Fighting Vipers**. The reason why is that the players want to be able to use the techniques of being able to throw their opponent against a wall and have them bounce back in exactly the same way as the arcade techniques would. Because of this we had to recreate it precisely. This point of a technique's identical use is essential to making the Saturn version seem identical to the arcade version and it takes a lot of work to accomplish.

SEGA How smooth was the process of bringing the **Fighting Vipers** characters from the arcade to the Saturn? Did any of the **Vipers** cause any particular difficulties?

HIROSHI It was very hard. The characters detail is extremely minute and complex. To make that detail stand out was very tough. Amongst the characters, Candy was particularly difficult. She has a very cute face. If her face didn't look exactly the same it won't look cute. It took a long time to get her face just right.

SEGA Obviously, converting **Virtua Fighter 2** must have helped AM2 in bringing **Fighting Vipers** to Saturn. What kind of help was this?

HIROSHI If you're talking about to what degree **Virtua Fighter 2** was used as a reference, then the arcade **Fighting Vipers** also is very similar to the arcade **Virtua Fighter 2**. **Virtua Fighter 2** was used as the basis for **Fighting Vipers** so the programs are extremely close. The original programs are similar to the degree where you could almost say that if **Virtua Fighter 2** hadn't already been done then we couldn't have created **Fighting Vipers**. The fundamental sections are the same. Rather than being helpful, the most necessary

parts of the program are practically identical to *Virtua Fighter 2* in fact essential.

SDM: The speed of the action in *Fighting Vipers* is a lot quicker than in *VFs*. What difficulties did this cause?

NK: From the ending point of view, for example, in *Fighting Vipers* there are a lot of very fast punches. The collision detection for whether a punch hits or not is extremely complex indeed. It was necessary for us to create new collision detection routines for *Fighting Vipers*.

SDM: *Virtua Fighter 2* used the Saturn's high-resolution mode throughout, whilst *Vipers* uses it more sparingly. Why was this?

NK: In order to create the surface of the walls, no matter what you do creating a vast number of polygons is essential so this time we reduced the resolution a little. This was one reason. Another reason was for the shading of the polygons. In the case of the Saturn, if you use a lower resolution, the shading control of light and dark can be used.

SDM: The balance between the screen resolution and the number of polygons is always a factor. When did you decide that it wasn't possible to have *Fighting Vipers* in high resolution?

NK: That was decided at the very beginning of development. We decided that this time we wouldn't use the high-res mode and instead have lots of polygons and use shading instead.

SDM: How long did it take to complete your work on *Fighting Vipers*? Did you finish ahead of schedule or on time?

NK: It took about eight months. Generally speaking we finished according to schedule.

SDM: What was the feeling like amongst the convention team during those final weeks?

NK: I think we all wanted to return home as soon as possible and relax. The final two to three weeks were honestly very difficult.

SDM: Now that *Fighting Vipers* is complete, what is your opinion on the finished game?

NK: It's an arcade conversion but with regards to the consumer version various original features have been included. For example, the training mode, playback mode, statistics. I feel it was really great that we were able to put so many of these original consumer modes in.

SDM: Which aspect of the game are you most proud of, and why?

NK: It's something we talked about at the beginning but when you break someone's armour it's a great feeling. I'm really happy that we could convert this over perfectly to the Saturn version. Being able to represent the breaking of the armour and walls to the same degree as the arcade version is the thing I'm most proud of.

SDM: Finding the hidden options and secrets has become something of a tradition in *AMV* titles. How did you decide what to include in *Fighting Vipers*?

NK: As for me, I originally intended it for both the team's and the team's enjoyment. It's already on sale in Japan and the users are playing with it presently. The users are saying it's really great fun, so now I have the feeling that it's more important than I first imagined. Everyone's delighted with these extras.

SDM: What about the panda?

NK: I thought the team thought it would be interesting so they put it in for both their own and the users' enjoyment.

SDM: How long did programming in all of these extras take?

NK: It was around the final month.

SDM: How important do you view these extras in the context of the overall project?

NK: As for me, I originally intended it for the team's enjoyment. It's already on sale in Japan and the users are playing with it presently. The users are saying that it's really great fun, so now I have the feeling that it was more important than I first imagined. Everyone's delighted with these extras.

SDM: Did these user opinions help you decide what you were going to add?

NK: Yes, a fair number of them were really useful. On top of that, with regard to the arcade *Fighting Vipers* there were a number of star players. We talked directly to them and listened to their various comments. This was also a good reference.

SDM: In terms of hidden characters, you seem to have concentrated on Candy's wardrobe quite heavily! Why was this?

NK: The voice of the users. Candy is a very popular character so this was in response to her popularity.

SDM: Please tell us a little about the inclusion of the bear.

NK: The bear was originally from the background of the Old Western Town stage. It was standing at the back of the stage. It's a popular mascot character for *Fighting Vipers*.

SDM: BM and Makler seem to be very similar indeed. What are the differences between the two characters?

NK: BM is the boss character. He's tremendously strong so whenever a player is versus another player, the player who uses BM becomes excessively powerful. The balance isn't very good. In order to get the balance right for the Saturn player vs player mode we reduced the specification of BM and created Makler.

SDM: Now that *Fighting Vipers* is available to buy in Japan, can you tell us a little about the reaction you have had to the game from the press and the users?

NK: *Fighting Vipers* was originally an arcade game however, due to the extra features such as the bear, Hyper Mode and Training Mode, everyone has said that it's really fun to play. It seems that these points are really enjoyable for everyone.

SDM: Do you have a message for your fans outside Japan?

NK: I've been to America several times and met players but I haven't yet had the chance to meet any European game players. If there are any opinions from users who've played *Fighting Vipers* and enjoyed it, I'd certainly like to hear them. By all means, I'd really enjoy receiving their letters.



BM (above) is the final boss in *Fighting Vipers*. The player-controlled Makler is slightly weaker but a cheat can access the original, stronger version too!



The rebound effects from the fence and the walls were the most difficult to successfully replicate from the arcade.

Daytona, Daytona

— so good they



Just a taste from the 111 laps.



Just a taste from the 111 laps.



Just a taste from the 111 laps.



Each of the eight cars has their own distinctive paint-job as well as different handling. The four class from arcade legends made it into the Championship Circuit Edition.



Two different degrees of car damage are - if you collide with a tree once or, for example,



Two different degrees of car damage are - if you collide with a tree once or, for example,



Two different degrees of car damage are - if you collide with a tree once or, for example,



Two different degrees of car damage are - if you collide with a tree once or, for example,

made it twice!



Don't say *Sega* never do anything for you - after pressure from *Daytona* fans they've yielded and asked the maestros behind *Saturn Rally* to revamp the whole stock car concept. We take a good hard look at the (almost) finished result...

I often wonder how differently my life would have turned out had I been a junior spy. Surely during the difficult puberty years I would have become bored of my jet-setting espionage lifestyle and rebelled against my secret service upbringing, leaving me to exploit my near-superhuman talents in other arenas. Considering this first youthful fantasy with my childhood crew of those smart-but-mischievous kids that were always on Blue Peter showing off, I'm fairly sure I would have ended up as a grunted stock car drag racing hunk, driving super turbo cars at 100mph with scant regard for my own life.

But then I look at other young proteges and observe their various falls from grace, noting that the sweeter and more goodly the child, the more screwed-up and degenerate the adult. Which further leads me to believe that I would more likely have by now been ripping pure alcohol rocket car fuel like it was healthy Scapple and leaving up photographs.

So it's lucky then that I was never a junior spy and that my life has not been adversely affected by a pre-pubescent position as a spy in the Cold War. It's also lucky that I stopped watching Gerry Anderson TV shows and rebelling myself. And, in an unprecedented speaking clock-esque third choice of luck, I am indeed fortunate that Sega have seen fit to release not one, but TWO versions of their stock car game *Daytona* on the Saturn. This allows me to live out my fantasy parallel life in the comfort of my own home. Except for the photographs bit.

Numerous readers will no doubt remember the first conception of *Daytona*, which was one of the first titles to grace the Saturn upon its UK release. However, newcomers to the Saturn scene may not know that whilst this was by all accounts a smart game, as a technical achievement it fell somewhat short of the high mark we now expect. The codes, unfamiliar with the Saturn technology given as a game high in playability but low in polish. Then, in the wake of the thapadous *Sega Rally*, thousands of frustrated, unlovingly Saturn owners howled with requests for an updated "Daytona formula." Well we hope they're satisfied, because Sega have gone at least twice as far better and completely re-invented *Daytona* from scratch AND thrown in some extra new elements. As you can see from the shots in this showcase, it took a billion times better. And as you'll learn from the words, it even plays better, too.

Daytona GTE is reviewed next month.



A bit of detail from the desert track.

AMAZING NEW TRACKS A-GO-GO!!!

Probably the element of *Daytona Circuit* of most interest to owners of old-fangled Daytonas are the new circuits themselves. There are two on offer, known as National Park Speedway and Desert Highway. They're both tougher than the old tracks served up by primitive Daytonas USA. Here's a brief guide to the pair of them.



NATIONAL PARK SPEEDWAY

A leafy green expanse, as you'd expect from a national park. It's got plenty of wide-open looking spaces which contrast with the often tight track. It looks as the surface is a lot different to the green bits of the existing Galaxy Sea Street track. But it's tougher. Note the Ferris Wheel and Rollercoaster. Since we saw the game last month the CD conversion team have added moving rollercoaster carts to zoom around when you drive past.



DESERT HIGHWAY

Looking totally unlike any existing Daytona level, Desert Highway starts you off near a strip of tumbleweed-looking shrubby shops in the middle of a scorching stretch of sand. From here it's an uphill sprint, taking in some gorgeous sights along the way - such as the hot air balloon which rises into view over the edge of a mountain road. Also look out for the train that shoots into the mountainside tunnel in a manner of which Freud would no doubt be compelled to comment upon. This is one of the best-looking levels going, even if it is a bit on the yellow side.

Expect more shots of the finished article in the very next issue!

TIME WON'T GIVE YOU TIME

If you really take your racing games seriously, you'll be pleased with some of the minor features offered by *Daytona CCI*. Along with the usual rush of replays and ghost modes and so on, you're able to keep yourself informed of how your current performance is going while you race. The Time Comparison option tells you how fast your lap is and how it compares to the fastest times achieved on that stretch, allowing you to work out where your weakest racing areas are. Or make your little leather feel bad when he sees your times, depending.



It's better this time.



Daytona USA never had any problems in the graphics department. Now, thanks to the technical expertise of the CD team, the graphics will be amazing too!

SPOOKY GHOST MODE!

Ghosts, as any paranormal researcher will tell you, come in all sorts of shapes and sizes. Now you might think "What the fuggins has this got to do with Daytona? Get on with it already, you fink!" but this does have some relevance. You see, *Daytona* had a Ghost Car mode, which allows you to "race" against the spirit of the best lap time. Like in *Italy*, *Daytona CCI* offers six different types of ghost car, depending on how you'd like it to look: it could look like a normal solid car, or a shadow of an automobile, or a flashing-type graphic. Pick the one which you think it'll be the least distracting for you, that's our tip... We've asked for our around advice, you know.



Yes, the shadows are better in this version.

Some more Ghostcar Chases are here.



The expert track (above) was something of a glitch that in the original Daytona. It's looks better now and the SE Team are still re-modelling this old piece as we write.



ROUND AND ROUND SHE GOES

We all know that the real skill in racing games lies in maintaining a top speed over a number of laps - not just scoring one particularly speedy circuit in a race. Daytona Circuit Edition offers players three levels of lap intensity for players to test their mettle as. Weedy players should start off on normal mode, which offers a fairly small lap count, differing depending on the track chosen. More skillful types with more time on their hands should opt for GP mode, where the number of laps required per race hangs around the twenty mark (or around 25 times the normal mode number).

Gluttons for punishment, though, should head straight for Endurance mode, which asks the impossible - about a thousand million laps per race. Well, about ten times the normal mode amount, anyway. Which is still loads. The exact quantities of laps for each mode is still subject to change, however, so things may not be so gratifying in the final version.



CHOOSE YOUR FAVOURITE CAR!

"I wanna fiddy sky high, on a boom or in a crane". That was the wacky blarney on the old Daytona soundtrack, informing players as to the choices of transport on offer. Well, not quite. But had he done, the lyrics would have been completely correct. This time round, the vehicle selections would be slightly more difficult to fit into a rhythm. That's because all-new Daytona presents players with a menu of EIGHT different cars. Weirily, not a single one of them is the original and 'n' blue Hornet (although there is actually a car called the Hornet in there, oddly enough). Instead they're all sexy revamped motors, each with their own abilities and handling personality. Along with an individualised bodywork job, too. Some cars are better suited to some tracks and play styles than others, and even once you know the parameters of each vehicle you'll still have to experiment before finding the right one for yourself. We're not totally sure what they're all like yet, because the nuances of the control method have yet to be sorted out completely. But rest assured we'll give you the full low-down before you get your hands on the game. So that'll be real soon then.

MIGHTY SPLIT-SCREEN MODE UNVEILED!

One of the most exciting developments in the new Daytona is the addition of a split screen two-player mode. Those brackens who said it couldn't be done were already face-fist their heads by Rally Daytona comparisons that V-flicking by being even better than Rally in terms of graphical scenes. Whilst it's necessary to lose a certain level of detail to get the split screen action running at the right speed, the beautiful colours of Daytona remain intact. At the moment the clipping is a little intrusive, and work has to be done on shrinking the spendo which currently impinges on the players' view of the horizon. Apart from that, though, it's cool. All the tracks and cars are fully playable in head-to-head mode, along with lovely extras such as the time comparison which tell you how badly you're losing. Definitely worth the price of the new game alone.



In the two-player mode, there is some loss of detail, as in Rally. But exactly it's stuff that you wouldn't notice at the reduced screen size any way...



The important thing with the two-player mode is the speed and display processing doesn't twice as much data, like split-screen in STGII. Another than the original Daytona (R&A)

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DATA GAME



BEATTIES



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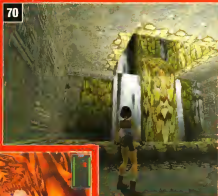
Review *Index*

Niya kids, Tricky Bicky Nixen here - back from the grave to introduce the Sega Saturn Magazine Reviews Index for this month! You know, it's been some time since my enforced resignation from office, and a body's gotta find some way to pass the time - which is how I got into Sega. All these cool games where you can just blow everyone up! It's great! I can't wait for EA's America Strike, when I can destroy the White House! If I can't goddamn have it, NO-ONE CAN! ANAAAAHAHAHAHA! Ahem. Anyway, hope you like the following games reviews, gameoniks. Catch ya in thirty, homies, Bicky Nixen. P.S. Never trust a ceramic.

STREET FIGHTER ALPHA 2	66
WORLD SERIES BASEBALL	68
TOMB RAIDER	70
EARTHWORM JIM 2	72
IMPACT RACING	74



68



70



74



72



66

BY	CAPCOM
PRICE	£7.94
STYLE	FIGHTGAMES
RELEASE	CHRISTMAS

Capcom were always going to have to try very hard to screw up this conversion. So we know it'll probably be fantastic. But just how fantastic? Well read on, true believers, and you'll find out.



If the Street Fighter mythos is to be believed, Street Fighter Alpha was set in between the first Street Fighter games and it's massively more successful sequel, which makes it Street Fighter 1.5, in decimal terms. So that means that Alpha 2, the sequel to the sequel of the prequel, must actually be Street Fighter 1.75 (for Street Fighter 1 and two-thirds if you're an idiot). How long will we have to wait until Street Fighter - The Thursday Before Street Fighter a little further Well, actually, probably forever, because Capcom have said they're not making any more Alpha games. Although we've heard that sort of line before. Many times.

This is because Street Fighter is one of the longest-running and probably the most enduring series of games in history - and not without good reason. This was after all, the title responsible for introducing combos to beat 'em ups without which the genre would not exist as we know it. Since this initial discovery the rocket scientists of Capcom have tinkered day and night updating and improving their little baby.

Alpha 2, the latest fruit of their intensive eight year labour is doubtless the version most geared towards SF experts. It features way more moves than its predecessors and not merely in the quantity of special attacks available to each character. Along with the familiar standard and special attacks, there are now Zero Counters, which allow you to reverse incoming

attacks if you're quick enough, and Super Combos - Max Melee versions of specials which are unlockable once they make contact and are capable of inflicting serious damage.

The graphics also received an overhaul with Alpha taking on a more anime-style style with more emphasis on proportional exaggeration and cartoonish cuteness than the previous pseudo-realism comic book thing. Or whatever. Anyway it looks really really nice. It's very colourful indeed, the backgrounds are smart and all the fighters look like grotesque pre-Christian Greek mythological sculptures, which was probably the idea all along.

The other idea obviously was to come out with a beat 'em up to rival Capcom's own big contenders, the X-Men and Darkstalkers as well as moving beyond the prequel. This has been accomplished perfectly. Home Alpha 2 is big on home improvement - there are two excellent conversion only options to extend the longevity of play. The first Survival Mode is an excellent challenge (the player has only one energy bar to play through the whole game with). The second Training Mode is a great idea considering the level of complexity beat 'em ups have attained. If you're shaky on how to perform the various hand-torturing combos and counters Training gives you infinite time and a non-aggressive dummy opponent to practice on.



Newcomers to this Street fighting thing would be advised to start here, and head into the main game once they've attained a degree of mastery over the controls. There's a lot more to Alpha than just mashing in and pressing all the buttons in the hope you'll win. Established SF masters on the other hand are in for a treat.

The mechanics of Street Fighter Alpha offer almost limitless scope for developing combos, playing out old favourites and inventing new ones of your own. There's a whole rack of new characters (most of which, disappointingly, are called from Street Fighter 2) to get to grips with, too. And in the true manner of every SF game, Capcom have listened to the players (the real experts) and evened out the advantages between the various character

slightly.

The result is a product polished to the point of perfection. Whilst it's easy to get into and accessible it also features unparalleled depth which ensures it'll stay at the front of your collection for some time to come. Of course, as with all fighting titles it's IDEALS better with two human players. I fact, we advise you buy a real opponent if you haven't already got one, just so you can get the most out of Alpha 2. Maybe not an essential purchase if you're a forward-thinking porter of the genre and you already own the first Alpha, but anyone with more than the merest inkling for the series will love this. It's fast, tricky, addictive and just generally all-round awesome.

RAO



Executing some awesome Super Combos is clearly the order of the day. Judging by these screenshots to the left (and above), check our showcase for comprehensive moves lists.



A nice example of what is known as the Super Combo (SPC) or Max Melee. Multiple dragon punch attacks were a favourite. Most of the other characters from SN haven't changed much.

A bit of a double knock-out situation occurring (left) whilst Chun-Li gets it in the face in the final opening Ken.





The centerpiece of Street Fighter Alpha, remains the spectacular Super Combo. Like Ryu's mega Furiel (above), they're brilliant!



Blaze is Mad of the Ryu... Only for together with a few more moves.



Street Fighter Alpha 2



Pretty old Alpha character action in those shots (left).



CAPCOM! LORD OF THE JUNGLE!

What Capcom don't know about 2D beat 'em ups isn't worth knowing. Maybe Obviously, if they know every thing good all their games would be the same and they'd never get any better. But the likelihood is that if there is anything more to learn about 2D fighting games Capcom will think of it. Just look at their other success stories: X-Men, Darkstalkers and the first SF Alpha all scored over 90% in this magazine, and there's still Marvel Super Heroes and Street Fighter vs X-Men to come! Hooray for Capcom! Lord of the Jungle!



Save all of these AND The Mitten Fighters!



Home makes a serious opponent.

The Saturn is the definitive choice when it comes to Capcom fighting games, in terms of resolution, speed and detail. SFA2 Saturn is superior to the PlayStation version.

Once again the Saturn demonstrates its accessible command over all things 2D with another corking beat 'em up. In terms of audio-visuals and all-out action there's no 2D fighting game to compete with this Saturn translation of SFA2. On any system.

GRAPHICS	92
SOUND	90
PLAYABILITY	95
LASTABILITY	94

overall

95%

BY	SEGA
PRICE	£79.95
STYLE	SPORTS SIMULATION
RELEASE	OCTOBER

It's long indeed that America's national sport involves neither the testosterone-fuelled aggression of American football, nor the theatrical high jinx of basketball, but skills and techniques that, in this country, are best expressed in urban PB lessons. It's wonder after all, despite what any cynagogue funk might say. Oh, so they like this fact by creating a unique universe of rules and statistics but it's still about whacking a ball with a bat and running for bases.

With baseball come there's almost an identical sense of aloof disenfranchisement something which makes it pretty tough for them – whatever the quality – to sell well in Britain. World Series Baseball was up against such odds when it appeared over a year ago and to its credit it managed to draw you in no matter what your attitude to the sport itself. This kind of success naturally engendered a sequel and here it is looking much like its predecessor but pretty fine with it.

Behind the maze of stats, the rules of baseball are actually quite simple. A player moves up to the plate to face the pitcher on the mound. He has three attempts to hit the ball and if he can't manage it he's out. When three players are out (either through strikes being caught or run out) the inning is over and the teams swap places. If a player manages to connect with the ball he can run for one or more

It's a game that people in Blighty don't tend to give much credence, but that, like American football, seems to have cut a bit of a niche for itself on the console. **World Series Baseball** was quite a success when it was released, and this **sequel** looks like maintaining the standard.

bases depending on how good his hit was or how fast he is. When any player makes it round all of the bases the team is awarded a point.

Despite the fact that all Americans will know the game anyway, World Series Baseball 2 effectively manages to convey the rules to those who like myself are a bit lost at the outset. Like the John Madden series, the enjoyment of playing means you pick up the rules a little instinctively and if it isn't long before you're organising some of the more complex tactics like changing field positions, going for a steal or selecting pitchers to match left or right handed batters.

You'd be forgiven for thinking that the gameplay in World Series Baseball 2 is rather shallow. At first, hitting the ball seems a matter of luck more than judgment and while it's easy to get curve on the ball, juggling feels likewise a bit uncontrolled. More than anything this is familiarising yourself with the subtleties involved in the gameplay and once you begin to master the game, the extent to which players and teams vary makes itself more apparent.

World Series Baseball 2 features all of the teams in the league meaning you've got hundreds of players to deal with and a good range of quality or not depending on who you pick. There's a variety of game options from exhibition through to league, and even the chance to get some batting practice by playing a

That's good old Frank Thomas leading for first base. As you may be aware, he's got his own baseball game, Big Hurt Baseball, but let's split up to scratch.



home run derby.

With all these positive comments in mind, I suppose I should add the obligatory warning at this point the warning being the somewhat limited appeal a baseball sim is likely to have among the firmly footy-orientated British public. If you have harrowing memories of roadies or hate with a passion those people who put on American airs to play softball in the park, I suggest you stay clear of World Series Baseball 2. As for everyone else, it'll sit comfortably next to your more anglo-centric sports sim.

908



Chip told the Soldiers are dwelling about Chip didn't it looks like there's some confusion between the bases. (Top right) It's a running from 2nd to 3rd. It's quick about 12 (Bottom left) More clearing in the field. (Left) He isn't on the base and the pitcher's about to strike. It looks like a home run is in order here.



(Above) The pitch comes in, WH 3 swing (left) WH is swing right? Or is it a curve straight ball? Only the god of screenshots has the answer.

Clayton is the right of the picture you can just see the ball coming over. If it goes to 3rd base then the runner is out for sure.



SS Drexler



The 'Yin' or they're known are definitely in the driving seat here.



The bases are almost loaded here missing points a plenty.



The headiness of the outfielder: A fader in this position runs the risk of a critical collision with the wall if he's too busy looking at the ball rather than where he's going.



Two lines around the 'Yin' are taking a bit of a punting. Still, there's plenty of time, what with a total of nine innings to play. As the saying goes, it's a pretty old game. Zzzzz.

WORLD SERIES BASEBALL 2



The ball is up! A catch is imminent.



WH 2 highly suggest that you 'play ball'.



As you're probably guessed by now, the White Sox have been something of a popular choice in the office.



0-2, Sox, 0-2, 0-2, 0-2.



CF Lewis They stand in silent concentration. The tension is palpable!



A fine sequel to what was a very good game in the first place. There's enough style and depth in World Series Baseball 2 to keep you happy for months.

STADIUM ROCK

A good example of the detail the programmers have shown in World Series Baseball 2 can be seen in the range of stadiums included in the game. There are some pretty famous ones in there that you'd have heard of in movies like *Field of Dreams* – games like Wrigley Field, Fenway Park or the Yankee stadium. Each of them is accurately rendered with the exact field size and everything. To top things off there's some appropriate commentary from the classic, burger-worried York, 'Neah!



Fenway Park – where legends are born



Yankee Stadium – where legends die!

graphics	82
sound	86
playability	87
longevity	88

overall

87%

DEVELOPER	CORE DESIGN
PRICE	£49.99
STYLE	ADVENTURE
RELEASE	OCTOBER 1996

After seemingly years in development Tomb Raider is finally ready for release. And doesn't it just look lovely. It looks like, for once, it's worth the wait. That logo to the right seems to confirm it.



Seven years back Core Design were a small software house in Derby "Tombus" for the Megadrive platform game Chuck Rock. Now Chuck Rock wasn't bad as it went, but it wasn't until the release of the Mega-CD that we came at Core shot to first division (or Carling Premier League or whatever) status with their excellent 3D shoot 'em up *Thunderhawk*. Since then they've successfully claimed the 3D racing blaster genre as their very own, producing a string of titles along Thunderhawk lines, such as *Stethwick* and *Battlecoops*. Tomb Raider is the latest polygonal thoroughbred from their stable, and the first to feature a sexual female in the starring role.

Basically the game works like this - you're set to work in a number of 3D levels which may be explored freely at your leisure. However certain sections of each stage are usually sealed off by locked doors or so on and you've got to find the correct key/object to open it (or whatever). Along your travels you'll meet up with numerous wild animals (both real and mythical) which you're invited to shoot with your guns or avoid with your selection of acrobatic skills. There are harsh platform arrangements to conquer, long falls, underwater swimming sections and all manner of other non-violent threats to your person at will.

The object of the game is to rescue a shedload of ancient treasures from long forgotten temples and the like. There's a storyline about how Lara Croft (your character) is hired by mysterious corporation to seek out the three parts of a mythical antique thing. This crops up in the form of intermissions between levels where there's a bit of horseplay with some other characters. You see, along with the various reputation features from the animal kingdom, Tomb Raider also features a number of non-player treasure hunters on the same trail as yourself. Some you'll get talking to,

but others will try and kill you numerous times. It's a nice touch and one which adds an element of urgency to the atmosphere which could quite easily have been a little too slack given the explosive nature of the events. Luckily this isn't the only plus point. The central character is highly versatile and capable of performing numerous

different japes, shuffles and stunts. All of these are essential at some point during the game, meaning you have to know your way around the controls. Each individual level has been designed beautifully taking its cue from real-life ancient civilisations to produce fairly authentic looking environments. It's the urge to explore which makes Tomb Raider compelling. The pace of the action is pretty laid back, so anyone expecting an Indiana Jones experience has another thing coming. The emphasis of Tomb Raider is far more on the puzzle factor. The first couple of levels are easy enough with only a few levers and the like

blocking your path to victory. After this the challenge level of the problems starts a steep ascendancy towards "Very Very Hard Indeed". That's where my second criticism comes in. Tomb Raider's control method requires pixel perfect coordination and that coupled with the lag between a button press and the appropriate action being carried out can be extremely frustrating in some situations. Basically, Tomb Raider isn't the sort of game you can't bung on for a quick ten minute blast on. Core reckons that there's a hundred hours of gameplay required to complete Tomb Raider. And we can see no reason to disagree with them. Although of course, about thirty of those hours will be spent wandering around fruitlessly and hurting your head trying to work out what to do next. The addition of the Action Mode once the game has been completed adds still further to the tedium of the title.

My only real complaint about Tomb Raider is that it feels somehow unimpressive in its atmosphere. It's a great game with superb graphics and has obviously taken a shedload of thought and work (and cash) to produce, but for some reason it doesn't feel as flashy as say *NIGHTS* or any of its other big budget peers. Not that that's much of a problem really if you're looking for a game to keep you inside while the weather's crap. Tomb Raider is the perfect companion. It's a lengthy challenge, a lot of hoos and one of the better games from this country so far this year.



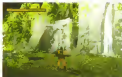
A great deal of effort has gone into the control method used for Lara. Swimming in particular stands out as being utterly easy to learn. A lot of grappling with a gate (below).



Kind of like Resident Evil, much of the game is set in tombs. That's Tomb Raider.



The 3D modelling in Tomb Raider looks absolutely fantastic!



ART ATTACK

It would seem a game came out of a world slightly with such creative graphics, which easily rival the best of the Japanese developers can produce. Right? Well, to all the beautiful in-game, Core has also produced a hefty quantity of excellent renderings, like the still found on this page and in our magazine. It beats the heck out of the big pocket-book that does your heart some other things. Right? Well, to all the beautiful in-game, Core has also produced a hefty quantity of excellent renderings, like the still found on this page and in our magazine. It beats the heck out of the big pocket-book that does your heart some other things.

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A bit foliage action going on above.

TOMB RAIDER



A lot of Tomb Raider's puzzle centre around the pushing and pulling of levers and objects. Some puzzles are massively taxing.



Every self-respecting platform game - even in 3D - should stick to the convention that an item should be in there somewhere. Even Mario 64 and BIONIS do it! Well, however, these games don't have the same amount of back-drop interaction as Tomb Raider has, as the pushing and pulling around this captive shows quite well.



Bringing up the inventory (shown) allows the entire range of objects that Lara has collected, all of them being rendered in 3D. They spin around the.

A classic exploration with tonnes of gameplay. Definitely one for the collection if you value your value.

graphics	94	overall
sound	90	
playability	93	
usability	96	
		92%

BY	VIRGIN
PRICE	TBA
STYLE	PLATFORM
RELEASE	NOVEMBER 1996



Once upon a time, there was a worm called Jim with a robot power suit. He didn't do a lot, really. Just saved a princess a couple of times before retiring rich. Now his ancient adventures are available for your Saturn. Obviously Virgin are cashing in on retro-games fever.

Earthworm Jim, you may remember, was that funny games character invented by Shiny Entertainment. This is before he went on to star in his cartoon series, range of action figures, landfills, pyjamas etc etc etc. Well now he's BACK, gamemix, and this time he's in a game again. Of course, we shouldn't mock Shiny for the prolific nature of Earthworm. For starters, they're probably rich enough to buy our magazine and sack the lot of us. Plus, of course, they had to find some way to earn a crust out of what is so far the only Shiny character to make it to games shelves: if you want to persuade someone to buy your development house for a hundred million thousand dollars you've got to have some incentive, I suppose, and two platform games might not be enough.

Or perhaps they are. Because for reasons best known to themselves (but probably involving cash) Shiny have chosen to debut Earthworm on ju-BIT in a straight conversion of his second Megadive adventure. Admittedly it's not the most backward of platform games. Earthworm is famous for the variety inherent in his titles. Various levels see you digging, flying, slammah-ing and pig lifting along with the usual gamut of running, jumping and shooting. However in any sense other than commercially releasing a year old Megadive game on the Saturn is a bit of a bizarre decision.

Still, games don't get a reputation like ECTS

without being boring. And there is much to commend the title for. Most obviously it has a genuinely amusing sense of humour instead of the forced "wackiness" common in much of the genre. This mostly depends upon items and events relevant to the game too as opposed to intrusive and frustrating faux samples or "hilarious" intermissions (although it's got these too). Jeany aside, Earthworm also impresses with its polished presentation which guides you through the game slickly - filling in load ing gaps, making the screen look nice and smart and generally adding an air of trustworthy professionalism to the play experience. And, of course, there's the general upfiling level of imagination put into the game design. Which is what really gamemix all the plaudits upon Earthworm's first release.

Sadly for Shiny though, things have moved on somewhat since then. ju-BIT consoles have nixed the status of what is considered good. And ECTS doesn't compare so favourably with its new peers. Previously a big fish in a small computer pond, Jim has trouble looking quite so groovy when he's up against a new breed of massively inventive and cleverly programmed competitors.



In fact the biggest thing Jim has going for him here is that platform games on the Saturn are very scarce. Sure, it's a reasonably playable game but if only to maintain their cutting-edge reputation you'd think Shiny would have at least had a bash at something new for the flagship consoles. The graphics look fine, the controls feel outright and the music sounds like the Miami Vice cops jam-

ming with The Power Station - all waddy guitars and power sax.

Most hardcore platform fans will probably already have played this on their last machine. Given that anyone whose first console is the Saturn probably won't know what a platform game is. Obviously those fans that haven't seen this before will find some relief from the weary penny-dreadful of Earthworm's charms. The majority of players though will doubtless remain somewhat unimpressed. In case if Shiny bothered coming up with some new ideas for the Saturn spin off I'd be dancing a jig of joy screaming Earthworm Jim's praises in the street like some kind of possessed Christian fanatic. Sadly though, despite my deep and abiding affection for the character and his funny cartoon on the telly, I can't recommend this game to anyone but the most die-hard enthusiasts.

RAD



This stage has some excellent little touches to it. Loads of paper flutter around Jimmy's feet whenever he runs, scattering like confetti. Lovely.



This is just a picture of Jim shooting a gun at the boss. But don't worry, readers, he's not hurting it. It's only pretend, you know it's all a game. Called Earthworm Jim 2.



This is a funny black & white stage with nice graphics.



This is a funny Sega logo, with Jim playing the accordion to his lady love Princess What-a-lot-R-Rams.



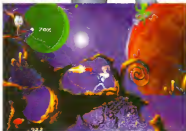
Jim shows off his impressive three-way gun, which has good shot coverage



This is a fairly level where Jim has to bounce the penguin in the soft cushion, or they splat on the floor. That bit isn't very funny.



Earthworm Jim 2



Why did Jim have all those big captives? I've got to get to the shops.



By the time I've finished 'filing in all this cock the superman' I'll be shot. Push stripes.



I LOVE THE PRETTY ANIMALS

Animal lovers will be overjoyed to see that Earthworm Jim 2 contains many of our farnagled friends in their natural state. Pigs in sty, cows being abducted by UFOs, more pigs flying. Well, perhaps this isn't totally natural. But at least they're not running around wearing robot space suits like our worm hero is.



This flying level is typical of Earthworm Jim's variety. Many stages rise from the normal platform territory.

A great game — a year ago. On a different console. A new game from Shiny might be a good idea, as the two they've got are starting to show their age. Hopefully their forthcoming 3D title Wad-9 will make up for the disappointed rest of this.

graphics	75
sound	73
playability	80
testability	71

overall

72%

BY	JVC
PRICE	£45.99
STYLE	RACING
RELEASE	NOVEMBER

Impact Racing seems to have **appeared out of nowhere**, although it's already gained a good deal of respect on the PlayStation. With its **novel take on the racing genre**, and plenty of **blast 'em up action**, it looks like getting the **same treatment on the Saturn** as well.

Traffic. It's the fundamental problem of travelling by automobile these days. But just how do you solve the problem? Well, I've got this plan which could have the dilemma resolved within weeks. Forget public transport, forget bicycling, forget walking from home rather than commuting. What every car needs is a range of turret guns, missiles and other weaponry to deal with the frustrations of modern motoring. Did that guy just cut you off? Then popper his car with machine gun fire! Is that old couple in the Allegro driving too slowly? Time to make use of your Halford missile launcher! Is the lorry in the Escort right on your bumper? Simply release a fire wall and watch him burn! You'll have the streets empty in weeks! HUH!

I can't really take full credit for this innovation. It was, after all, inspired by playing Impact Racing, JVC's new racing game. This title seems to have popped out of nowhere, so I'll start by explaining what it is all about. Players choose from five cars (playing in speed, grip, armour and weight) and then take to the race circuits. Each race consists of four laps, every lap having a time limit. If you fail to complete the lap before the time runs out, your race is over. Because of this there are pick-ups on the track which extend your time, as well as pick-ups which improve your front and rear armour. But what's the impact, all about then? Specifically it points to the other main concern of the genre, which is to destroy other vehicles as you go round the circuits. Provided you're strong enough cars, you'll get the opportunity to upgrade your weapons in a bonus level.

The mixture of racing and combat might make



you think of WipOut, but there are some very real differences between the two. To begin with, Impact Racing looks more contemporary than futuristic (although one level sees you zooming down a space highway) and, rather than using weapons to slow the progress of other vehicles, you're actually set to destroy them. In terms of graphics, I'd say the two are pretty much on a par. Impact Racing features some brilliant light sourcing and the explosions actually look considerably better than what you'll see on WipOut. Both the speed and animation in Impact racing are very impressive; the cars moving and sliding with a realism that evokes the explosive action.

There are some nice detailed touches in Impact Racing, like the map at the top right of the screen which lets you know where the other drivers are, or you can drop a mine or three. Some of the weapons are excellent as well. There's the fire wall which leaves a trail of flames blazing along the road, a variety of lasers increasing in power as you make your way through bonus games, and some awesome missiles to play around with.

One criticism I will make of Impact Racing is the lack of variation in the race circuits. Strictly speaking there are only four of them, the later circuits simply being versions of the same circuits except at night time or lit up under a different spectrum of colours. Nevertheless, this doesn't prevent Impact Racing from proving itself pretty entertaining stuff, and a genre, who's got a thing for racing games as their main game, wouldn't be disappointed.

ROB



Well, the ship turns into rain, but spurs that and concentrates on the loss to your right - it improves your energy.



This is one of the bonus levels. If you destroy the right number of cars within the time limit, an upgrade for your car is awarded. And don't let the signs on the walls scare you off!



IMPACT RACING



DRIVE YOUR BONUSES

If a player manages to destroy enough cars as they go about their merry way, they earn the chance to acquire more weapons upgrades for their motor. It's a bit like *Koe* down the road getting spoilers for his *Pieria*, except these add-ons are designed to KILL! On a bonus stage, the player has to destroy a set amount of cars within a limited period. Provided you do just that, there's a lovely new gadget to play with. There are a total of six in all and once fully tooted a player stands the best chance of completing the game.



Second! You've got hold of the devastating missile.



Fourth! You've acquired the Quad Laser. How cool!



Now all you have to do is use them on other cars...



...and start back in joy as they go up in flames.



Left - your car drives on through a thousand explosions.

Above - That's right! Tip the other car over! Bahah! I am the master!



Three cars in 37 seconds? Bahah! It is no easy feat!



It might look like a hot or DFC but it's a mile before your eyes.

A bit of a surprise success, *Impact Racing* might want for originality, but remains a good take on the racing genre.

graphics	84	overall 85%
sound	83	
playability	86	
usability	82	

Tips

FIGHTING VIPERS

To get the Option+ game, simply complete the game once from here you can select your starting stage, turn damage off and select two more options which are hidden at the start.

To play as Maki for the 20-year-old version of the final boss, simply complete the game as any character. He'll then be selectable in any mode and his moves will be displayed in Training Mode.

To play as BM you need to complete the game as any character on Very Hard difficulty and beat him at the end of the game. It will then be possible to select him in any of the multi-player modes (not Arcade).

To play as the bear from the background of the Arisbone City stage, you need to be playing on that background in any mode, then finish your opponent by knocking them through the ceiling at the giant bear. If they go in the right direction, you'll be able to select the bear when you play next! You can access him in any mode and he uses mostly Samman's moves.

To get the hidden "Big Heads Mode" option, just finish the game as every one of the characters, including Maki and the little bear.

To get the "Wall Slip-Off" option in the Options+ menu, go to training mode and perform every single move for four of the characters so that "OK" appears next to each name. You need to spend quite a bit of time bringing up the name, watching how to do it, then performing it properly, but it's worth the hassle.

If you play through the game in Hyper Mode with the difficulty on Very Hard as Candy, then play another game, Candy will lose more clothing than usual when she gets her armour removed! Once you've done this cheat once, you can select Candy in this mode by holding the X button and choosing her with A or C.

To get an extra version of Candy wearing Hawaiian shorts with a Uzielle on her back, finish the game on Normal difficulty as Candy. She has all of Candy's usual moves as well as one of Uzielle's—DDP to hit with her Uzielle.

To get Candy wearing a school uniform, finish the game with regular Candy on Very Hard difficulty. All of her moves are exactly the same as usual.

Both of the extra versions of Candy can only be selected in the modes other than Arcade—Training and Versus.

BUST-A-MOVE 2

As you'll know if you've finished the game already there's a cheat for Bust-A-Move 2. On the title screen press X, Left, Right, X. Now you'll be able to view the ending, as well as playing the puzzle made on different stages.



Bill is the more powerful version of Wobler.



Some more boss or boss abilities.



Be Wobbly mode tends to speed up the game with further! The game will act as though the boss is still there, though!

Exhumed

Exhumed really is seriously, seriously, brilliant. In fact we'd go so far as to say it's the best single-player 3D blaster we've ever experienced (and that includes Quake!). It's also bloody difficult. Which is why Daniel Jevons, the Master's protege, is at hand to sort things out. Bow before his power!

WEAPONS

1. MACHETE: When you run out of all weapon energy, you'll always get your trusty blade to fall back on. Unfortunately the machete is a particularly ineffective weapon against all but the weakest foes, and should only be used either as a last resort, or to show you've just picked up a super-weapon power-up.



2. PISTOL: The first proper weapon you come across. On the plus side you get a lot of shots for your energy, and it's good for dealing with one-hit enemies like Spiders and Bleds. On the minus side it's pretty ineffective against most other, more powerful enemies. Time to break out the heavy artillery.



3. M-60: Your staple weapon. The M-60 does a ton of lesser enemies in seconds, and can get Assault Goats, Mummies and even Lion Bitchies to the wall. Ideally you want to stick with the M-60 for most of your quest, unless a situation dictates otherwise. The only slight problem is the speed of ammo consumption.



4. AKUM BOMB: Provided you can master the art of angling your view to pick the bomb, and holding down the button to gain the correct throwing velocity, the Akum bomb is a brilliant long-range weapon. It is also the only weapon that can explode against like-will segments. And you can use it underwater.



5. FLAME THROWER: The ultimate close-range weapon for a single target. The flame thrower stops any creature in its tracks - including Lion Bitchies and Killout Aliens - and even those pinned with death. It uses up weapon energy quickly though.



6. COBRA STAFF: Exhumed's equivalent of the Rocket Launcher. Except this one comes at you. Unfortunately the cobra isn't that damaging. It often misfires, and it requires two direct hits to kill most larger enemies. Still, it can be used underwater, and gives a good weapon energy to chat ratio.



7. RING OF RA: A brilliant weapon, simply because of its rapid fire and wide spread coverage. Best used for environments where you find yourself outnumbered with no space to charge a manticore shot. Not very effective against smaller enemies though but most excellent otherwise.



8. MANACLE: Exhumed's BFG! Keep the button held down to charge up a most powerful shot, then let her rip. The manacle fires up to four streams of electric death, which home in on your enemies. You can even determine the lightning's targets by positioning the weapons in your view. Effective against both Aliens and Lion Bitchies.



MONSTERS

Here's a quick rundown on the enemies, and the most effective weapons to use on them. SEGA SATURN MAGAZINE's greatest talented players have verified that these are the best tricks for the job.



WEAPON: Pistol, M-60



WEAPON: Pistol, M-60, Cobra Staff



WEAPON: M-60, Ring of Ra, Missile



WEAPON: Machete, Cobra Staff, Akum Bomb



WEAPON: M-60, Flame Thrower, Ring of Ra



M-60, Flame Thrower, Ring of Ra



Flame Thrower, Missile



Ring of Ra, Missile, Akum Bomb



Missile, Flame Thrower, Ring of Ra



CONTROL FREAK

Mastering the basic control system of *Exhanded* is essential to completion of the later levels, and to locating some of the development dolls. Here's a quick run-down on some of the more important features.

LOOKING: Proper use of the look button is absolutely crucial to *Exhanded*. You should get used to using it for accurately lobbing Anan bombs, checking your footing for jumps, checking your height when negotiating a laser beam field, and last but not least, climbing vertical walls.



Looking down here allows for accurate aiming with Anan weapons.



Parts of game need you to look up to walk and explode a bomb in one go, like height.

FLYING UP: Once you have Heral's Feather in your possession you can double tap the button to float in the air without dropping. However, it is possible to actually fly UP using the feather, and you're going to have to do this at least once in the game. Jump up, initiate and then look vertically down at the floor. Charge an Anan bomb up to the max and throw it directly beneath you. You will take damage but you will also be propelled up into the air! You can dip whole areas of levels doing this!



A pretty extreme viewpoint here, eh?



One look up, then it's all your accuracy knowledge!



Here's a picture of your character flying about.

CLIMBING: Using the same principle as Flying Up, when in the air curve to the nearest wall and push into it. Angle your view diagonally downwards towards the wall, and use either the Cobra Staff or a charged Anan bomb to propel yourself upwards. See, climbing is possible! But remember to keep pushing into the wall as you rise.



A nice pic of the Exhanded hero climbing a wall. An essential activity.



And again, another picture of the male character climbing a wall. What.

SWIMMING: The Sunken palace is one of the most difficult levels in the game. But there is a way to make it easier. When swimming, instead of just holding the jump button down, try tapping it rhythmically. If you get the timing right, you will swim faster. Also, any damage you take underwater causes off your air-o-meter as well as your health. Therefore, any health you pick up will give you slightly more air. Pretty obvious stuff, really.



The underwater sections of Exhanded are probably the best.

GENERAL TIPS

LABARUM: A jump-on top of the door ledge in the marble room with the giant mosaic (near the exit to Subek Pass). This will open a panel in the wall just around the corner.

It is the area that contains the start of the underwater passage leading to Anan Mines, there is a destructible wall above the waterfall. Once above the waterfall there is another destructible wall to the right.

LABARUM SANCTUARY: On the way across the river to Meket Marsh you will spot an intended panel in an overhanging. The entrance is a destructible wall on the other side.

SHIBU MITH: As you approach the end of the level, where you have to glide from above above to above above, stay as high in you can. There is a secret passage directly above the level exit (ie. the cave), though you're going to have to employ the wall climbing technique to reach it.

MAGMA TITANS: In the first room where you must drop down to hit a switch to open a door (there is a full health power up on the walkway, several mutant flies and a Lava Bomb) throw an Anan Bomb at the section of walkway just to the right of the mouth.

ABRIN MITH: In the room where you first collect the Anan bomb, throw a bomb at the area between the two beams in the ceiling. Then are the flying technique to get up there.

WIL COLOS: Use a bomb to destroy a wall section just past the level's Camel which takes you to the Third Treasure Reliquary.

COLOS OF PEBU: Right at the top of the level, just after you trap across the a gorge where the door at the other side has been opened up by a trap throwing a fuelball, you enter a large chamber. Search the chamber ceiling, and you will spot a slash feature in one corner. Use a bomb on it.

CANTONS OF COLOS: At the start of the level, fly around at the highest point and you will see a garish feature in an overhanging. Use a bomb to destroy it, and venture inside. You will reach a sloping chamber with two low beams at the bottom. Again you must use a bomb to break a square section in the ceiling, then climb up it. Negotiate a VERY tricky laserbeam field and two dolls are yours.



Some brilliant light scoring in Exhanded...



A close-up picture featuring fall-on action!

DEVELOPMENT DOLLS?

Bellow it or not, completing *Exhanded* with all seven pieces of the radio is not the ultimate aim of the game. You've got to find all the Development Dolls. The Development what? Ah ha. Looks like you've got quite a bit of work left to do. There are 33 development dolls hidden around Exhanded's many levels, each with the face of one of the laboratory development team. As far as I can figure it, there is at least one doll in every single level, though on some levels there are two. All of the Development Dolls are VERY well hidden, and it requires a sharp player to locate even one! Here's a run down on some of the Dolls we've found.



HOW TO USE
THE MAP OF KARNAK

This map is pretty simple to work out. The links between locations might have an artifact shown. If they have, you need that object in order to progress. If say, a Life Enhancer, has an object in brackets afterwards you need that object in order to reach the Life Enhancer (or whatever) in question. The colour codes help distinguish what the objects on the map are.

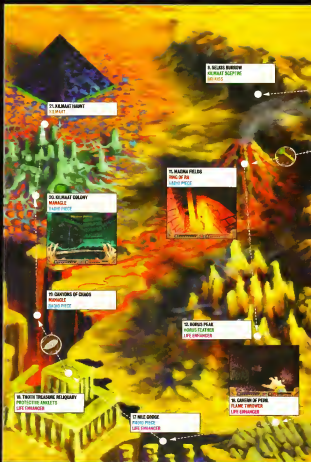
THE VALLEY OF
KARNAK—MAP LEGEND

- WEAPON
- ARTIFACT
- PIECES OF RUBO
- LIFE ENHANCERS
- BOSS CREATURE

21



This horrible boss creation has many links up to, at, "divers".



21. KARNAK MOUNTAIN
LIFE ENHANCER

9. KARNAK BURROW
KARNAK SCEPTER
LIFE ENHANCER

20. KARNAK CANYON
KARNAK
LIFE ENHANCER

18. KARNAK FIELDS
KARNAK OF PA
LIFE ENHANCER

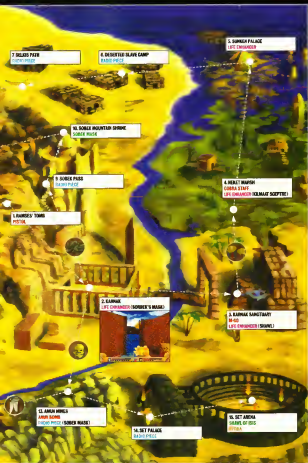
19. CANYONS OF DRAGON
KARNAK
LIFE ENHANCER

17. KARNAK PLATEAU
KARNAK FEATHER
LIFE ENHANCER

16. KARNAK TREASURE RELIQUARY
PROTECTIVE ANKLETS
LIFE ENHANCER

17. KARNAK GORGE
KARNAK PIECE
LIFE ENHANCER

18. KARNAK IN PLATEAU
FLAME THROWER
LIFE ENHANCER



This scene is taken right at the very beginning of the game in Karnak Temple, where the deceased Pharaoh is questioned about you in about the quest you have elected to take on. You shouldn't have any problems reaching this point of the game. If you have, you're in pretty deep trouble, my friend...



COIN-OPERATED

The gap between the Sega Saturn and the latest arcade hits makes Coin-Operated even more essential than ever before, hence the temporary increase in size this issue! When you see the games we've got, you'll see why...



Who's harder, the X-Men or the Street Fighters? It's the question that's dividing playgrounds the world over. Except in France, where they're all jockeys still arguing about Justin and Arden. Anyway the answer is—the X-Men. Of course they're the hardest. They've got all those super powers and abilities far beyond those of martial arts. All the Street Fighters can do is hit each other. Finally, in a Saturday situation, given the choice between a Dragon Punch and eyes that fire optic blasts capable of shattering glass! Well, I know which one I'd pick. So there you go. The X-Men are the hardest. By loads. So there's no need for any of this competition between the groups. It'll only end in tears for Capcom's finest.

So instead of exploring the antagonistic aspects of X-Men Versus Street Fighters, let's look upon this as a great meeting of heroes. Two forces bound by their consciences to save the world from a fate worse than death. Will actually a fate that is death—Apocalypse the eternal bringer of doom. And, well, a Marvel character, because there isn't a SF dude hard enough

to act as the boss. Which just goes to prove the X-Men are harder. But being the generous mutant souls that they are, the Uncanny X-Men are willing to share center-stage with the weedy preteens from everyone's favorite best 'em up series.

This is the result. A one-on-one beat 'em up from the stable of all fighting throwaways. Thinking about it, Capcom set us on a total winner here. They're marrying

the fighters that captured the hearts of a gaming generation with the ultra popular comic characters they immortalized tenderly in the games community. Plus they're melding together two of the best loved combat game styles—the technical cleverness of SF with the effects-laden pyrotechnics of X-Men. Children of the Atom. All they need is a far less Lee himself to provide naming consistency and we'd explode with happiness. Perhaps luckily for us, they have't seen fit to lend his gravely New York vocal chords to this production. So we won't be exploding. We will on the other hand, still be highly excited about this excellent surprise development in games history. What next? Wolverine vs. Megaman? The Avengers vs. The Darkstalkers? Or perhaps Five Star vs. Resident Evil World?



TAGTUNTS

Mutants and martial artists can be friends, that is the lesson inherent in X-Men vs. SF. To illustrate this point, each player controls not one but two different characters, each with their own energy bar. Not at the same time, obviously, but in a tag team style. This doesn't just mean one character leaping on screen after the demise of the first (although that happens too). It's a tactical thing too. Say your first fighter is flamed or disabled by a top-notch combo—hitting a fireball and two Force attacks will swap them over for your second combatant, who'll be ready to rock. Indeed, they'll appear on screen rocking, flying into the air in with an attack. After this they'll pause and pose for a couple of seconds, which leaves them vulnerable. Clever players can even walk this swagging into a noisik! Yet another example of Capcom improving the concepts in their fighting games.



Jaggyratt and Wolverine team-up on poor old Shablon



SEGA SATURN MAGAZINE would like to thank Ryan and the Word Game Fun for all his efforts in getting us these pictures.



Now where have we heard these words before?

THE STREET FIGHTERS



Ryu returns to the fray, just for the fun of it, as usual. This time he's got a Cyclone-style eagle fireball attack for multiple hits. Still a highly versatile character and probably the best Street Fighter.

Charlie, the G.I. clone from Alpha comes good for X-Men vs SF. His fighting style is highly different from any of the other characters. Very handy against characters like Storm and their ranged attacks. One of the more impressively rapid SF characters. Distinct new boots flame the owing capabilities to rival the Human Torch himself. The happiness of his flaming attack is quite sensational.

Wearing a dinky little hat, Cammy makes a welcome reappearance with a stack of new moves that amongst them is her new Spinning Crash which is not unlike Blazn's Psycho Crusher crossed with a Guy's maul.

Mystifyingly, Ken - who is almost exactly the same as Ryu - has made it into this run-up game where you'd think character variety is highly important. Nice hair, by the way.

The big boss of SF - M. Bison - makes his power gauges in comparison with Magneto. Still easy to use and pretty damn cool, but his open fighting style



Charlie's sensational Super is alive



Sakrabeth kills for a living. This could be their's subtlest play.



often makes him vulnerable.

Zangief. Doh, a fat Russian. I bet Apocalypse is totally gauding in his boots. The strongest of the Street Fighters, retains his crown. Has a new mid-air Spinning Piledriver which breaks necks.

Back in her old jam-jan-fu-ha-ha costume from SF, Chun Li is back, too. Her Hundred-Foot Kick is unlike anyone else's move, and is an excellent finishing point for a Combo. Look out for the recovery of your Super Combo Football.



Dabin vs Juggernaut Snipe.



Gambit's playing card onslaught breaks SF's Charla.

WHERE'S WALLY - X-MEN EDITION

The backgrounds for X-Men vs SF are pretty bizarre, to say the least. Along with the now familiar World Warrior-style backdrops in the flesh are around the planet, there's a selection of less logical settings. Like in the middle of a TV studio filming a quiz show, for instance. Or in the middle of a crowded shopping centre. These must be some kind of plot device which explains these locations, although we're blown if we know what it is. Perhaps Magneto's trying to steal all the tin of beans or something. Anyway the really interesting thing about the backgrounds is that some of them exhibit distinctly Children of the Atom-esque degrees of interactivity. For example, there's a street scene populated by citizens and startled cops which, should it take sufficient beatings, gives way to drop the characters into the sewers below, where their combat continues. Act



Gambit versus Charlie



Ryu vs Dabin's first



Majestically one of the coolest characters is the X-Men version, Gambit. Finally makes it into one of the Marvel Capcom games. Here he's sliding out the damage on poor old Zangief.



APOCALYPSE QUITE SOON

The great thing about the Saturn conversion of Capcom games is they've always got hidden options and secret characters, so you always get to play as the boss. Well we're highly doubtful that'll happen with X-Men vs SF. That's because Apocalypse, the eternal agent of Armageddon, is the boss in this title - and he's not small. In fact, he doesn't fight like a normal character at all. He's so big he can only just fit his flat onto the screen. If you want to kick him in the head (which you have to), you'll need to perform a Super Jump! Seed knows how his special moves list would function. And he can't dodge, either, because he's too huge. Basically, Apocalypse is totally rock and all mortals must tremble at his presence.

SO WHAT'S GOING ON THEN?

Whilst playing X-Men vs SF as Capcom, the SSM team noticed something strange. When Ganryu wins a bout, M Bison hovers onto the scene, whereas the Cornermaster salutes and squeals "Gladless complete, sir!" Which leads us to believe that the events of the game take place before those of Super Street Fighter 2 Turbo. But, right, she's got the scar on her chin from her alleged scrap with Bison when she escaped his thrall. So what's going on then? Is she re-brainwashed after Super SF? Or is it a bit of a mix? Or what? How come Charlie's in it as well? And if it does take place before Super, right, how come all the characters have the next new moves which they conveniently forget in time for the Street Fighting tournament? Come on Capcom - games transpositions demand to know where in your Street Fighter mythos this alleged mutant team-up takes place!



Just where does X-Men Street Fighter take place in the SF mythos? Since Ganryu appears to be under the control of M Bison it must be before Super Street Fighter 2.



Blanka vs Blanka. Are that would be a good fight!



Can Zangief withstand the electric powers of Guile?

MUTANT X-POWER STRIKES STREET FIGHTERS!

Throwing the Street Fighters and X-Men together is more than a matter of slapping the already-coded characters onto new backgrounds. As aside fans will know SF and X-Men both have noticeably different playing styles, so Capcom needed to find some common ground for the protagonists. Well they didn't bother, really, and so this title plays more like X-Men than SF. All the Street Fighter characters have had some of their moves and combos updated to compete with the newly-performed right-handed-million-hr X-Men-type super moves as well. Dhalism, for instance, has a groovy new multiple fireball attack which is capable of seven hits without breaking into a sweat. This makes for a more action-packed-looking (and feeling) game experience. The SF influence takes the form of making some moves harder to perform, with more twinky jostling manoeuvres responsible for the better attacks

THE X-MEN



Fights a lot like Rya and Ken, but with a bit powerful laser for his eyes. So he's better. Not as effective at close quarters, but a strong all-rounder.



Master of Magnetism is the chief villain. His Magneto: Storm Blast, which explodes over almost the whole screen, is chiefly his best attack.



New boy Sabretooth is a bit like a bigger version of Wolverine. He takes more skill to use, but he's that much more rewarding than clumsy old Wobers.



The Peter Dinklage of the X-Men, Genji, is only famous because of his own self promotion. His telekinetic powers which charge up ordinary playing cards into deadly weapons are incredible.



The shorty psychopath with the dead easy Super moves is back to help crap players get into the game without losing all the time. Excellent fun.



Two henchmen of Magneto, the supposedly invincible Juggernaut is obviously feeling a bit poorly as he's just as vulnerable as the others.



Leader of the X-Men so she had to be in this game really. Her weather powers are novel, but once she's crap at hand-to-hand stuff.



Kinkiest move over goes to R. Mika, who crops his opponent into submission. With a charging tongue serm, R. Mika can either drain an opponent's energy bar or steal their moves!

OPTIC MIGHTY RISING DRAGON HURRICANE STORM!



Cyclops' huge super-move is just as powerful - and as spectacular - as it was in X-Men: Children of the Atom.

Super attacks are now the staple of beat 'em ups. Pull off enough specials and connect with a few punches to charge up your Super bar and then use a series of complex joystick moves to effect a devastating (if it hits) Super Special, that's the plan. You'll know when this happens because a portrait of your character framed by a nebula appears on the screen, whereupon they blast into action with a string of moves, followed by tracer images. Super attacks fulfill multiple purposes. They're a handy way out of a jam and they're a spectacular way to finish a round. Every character at least two Supers - and Super takes it to new levels of greatness.



Storm - the weather witch - unleashes the elemental powers of her command. How does Super's block electricity itself?



Curled by her meek power, any physical contact with Super's side causes her to drink nectar, power and poise. In the game, that means that she starts special moves!



Super has her super-human strength just short of Spider-Man's, which is also shown in her Super Combo X-Attacks.

FASTBALL SPECIALS ANY (NEARLY)

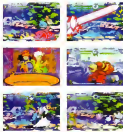
Super moves are one. They're all pretty graphics and cause damage. They're great. If only you could perform two Super moves at once. Well, build on there, chickenhead, because now you can! If you're especially talented you can and a Super Combo sequence with a fireball (moves list permitting), which, combined with two flame attacks, brings your buddy on-screen whilst your first character starts going through the motions. Pull off another Super Combo quick enough and your team gang up for an Ultra Super Mega Combo and motions of damage all over the shop! At least, we think that's how you do it. We only managed to pull this off once. Once was enough though to see just how **AWESOME!** these "double Supers" are!



If you use the perfect technique necessary you can unleash both characters' super-moves at once! Not we see Wolverine's Razorclaw Barrage and Cyclops' Optic Blast ripping Mr. Bean to shreds. As if he'd stand a chance anyway.



Here's a first: Juggernaut and Wolverine teaming up!



Super's superhuman strength with outer psychic power...
... Until Super's attack it and returns it with interest!



Take from the intro - a historic moment in Street Fighter lore, as Cyclops and Ryu have an alliance to bring down their respective foe - Mr. Bean and Magneto. To be honest, Ryu probably isn't more than this particular target!

DADDY MAGNETO'LL MAKE YA...

X-Men earned praise from serious players for its innovative new features, such as the multi-level play areas and the Comic A Combo feature (dependent in all its glory in this game, too). Another of these features was the Super Jump, which allowed characters to leap almost twice the height of the screen and take their battles to the air. Well, those Street Fighters have obviously put springs in their ankles, because Super jumps are at your disposal in X-Men vs. S.H. too. These are performed simply by pushing up on the stick a second time whilst your character is perched at the top of their first jump. It's an excellent way to avoid projectiles and escape Super attacks which have a habit of carrying on for a while.

SEGA Touring Car Championship



The racing fields of the Sega release schedule have lain fallow for too long, my children. The time to strike with a new gearstick is now! Call the faithful to their gathering halls! It's Sega Touring Car Championship!



Shades of Sega Rally here, what with the Control sponsorship and all. Still, it looks great w/P.



Driving Car Rallying is a new sound even the Formula One, and it just so happens that SegaRally has a lot of it on Saturday afternoon!



Goodbye with an excellent time in the key to getting ahead when it comes to racing proper in the real event. Marvellous job!



Since the pioneering Virtua Racing and its revolutionary 3D graphics, Sega have blessed us with a string of ever more impressive driving games. Daytona's texture-mapped brilliance put us into the same state of game-heat that VR had managed. And just when we thought things couldn't get any better, the genius Sega Rally experience melted our steely gaming hearts all over again. After a bit of an absence from the scene, the A11 boys are back again with the Sega Touring Car Championship, the latest addition to the jaw-dropping car-racing series.

Once again the technical improvements are the main attraction. The graphics for Touring Car achieve a new level of realism. Each car and object has a satisfyingly solid look and feel, along with an unprecedented depth of visual detail. Plus everything moves at approximately a million miles an hour and is more than fast enough to induce motion sickness in sensitive types. As if that isn't enough, the cabinet also features packs of trademark modifications. The sound is delivered through a pair of new 3D sound speakers installed in the head rest of the driver's seat. This blasts the engine noises right into your ears for an awesome dose of believability. Just to make

sure you really do think the cabinet has got an engine in it, Sega have also mounted powerful heavy bass woofers under the seat itself, which lead that bass and throb of a real power engine to the game.

Frankly the only way to make the thing sound any better would be to actually put a working engine in the front of the coin op. And it's not just your ears that'll be bombarded by an all-new sensory experience. Top of the range Touring Car cabinets also come with Servo Steering as standard. This is an extension of the Rally feed-back wheel, which responds to in-game dips, bumps, corners and the like with synthesized assistance. It also means the game handles like a touring car with power steering, which is what it's supposed to be. And, right, as if all this wasn't enough, there's also a new disc-less lamp system to add in gear changing (basically it tells you when to shift up or down a gear).

Of course, all of these modifications would mean little were the gameplay not similarly expanded. Well, once again the Sega have done good, conceptually speaking. It's surprising that they've found yet another form of car racing to plunder though. Pretty soon there'll only be flat strip drag racing left, which won't be that interesting. Anyway, this kind of motorizing is kind of a cross between OutRun and Daytona. The player controls one of a selection of vehicles based closely on real production cars overhauled for tour racing and drives it against screen opponents. These, sufficient cabinets permitting, can be human- or computer-controlled. Obviously things are the most fun when playing against real people, but the CPU is more than willing to make up the numbers.

TOURER DUTY

The plotters in Touring Car Championship are all based upon real-life racing counterparts. The companies responsible for the individual cars have cooperated extensively with Sega to ensure their respective prides and joys are accurately represented in the game. Each car comes in either



Goodbye into the pits here, you can see a pretty awesome side-on view of your car. In this case, it's the Opel model.

A dramatic race in view of the Best Touring Car



This is where you choose your preferred mode of transport.



Even the Windows logo looks pretty damn silly.



Manual or Automatic flavor and has its own individual characteristics. The choice consists of the Alfa Romeo 155 V6T, an AMG Mercedes C Class, Opel Calibra V6 or Toyota Supra. Last only knows what that means, to be honest. I suppose the big one will be faster but harder to steer and so on. Although I suppose all the car manufacturers will have been trying to prove that their product is brilliant all-round. Anyway, they're all peep or touring cars so it should be highly politic.

TECHNO TECHNO TECHNO TECHNO!

It's not just the rambling sound effects which will be testing your ears when you play Sega Touring Rally Car Championship Edition Challenge. There's also a smart three-face, known under the name of Dead Head. It's been specially commissioned by Sega from APEX TRAX. You probably won't have heard of them unless you're a real white-label techno transposition, but APEX TRAX is one of the coolest dance music labels in the Oxide right now. A number of other famous Japanese club musicians were invited to sample, remix and generally fiddle around with the tape until it reached their required level of perfection. Bangin' tunes to the hardcore area, on the one to the Dead Head gospel track!

THE SECRET HISTORY OF AM ANNEX

Rob, these AM types, they like to stay busy. And they breed like atomic powered hermaphroditic rabbits as well. Halfway a day gone by



without another AM Dept attaching itself finger-like to the ball of the good ship Sega Arcade R&D Co something along those lines. Anyway, the latest addition to the family, as you have probably guessed by now, is the same one responsible for the slice of beauty you see upon these pages. No, not Rob's reflection in the mirror - Touring Car itself. AM Annex (as it's called) has been set up by Shinya Matsuguchi, the genius mastermind behind the amazing Sega Rally Championship coin- op. So touring car Sega is his abilities as a crack arcade designer they agreed to grant his wish as an AM department of his very own to develop his newest opus. It appears that their trust (and cash) has paid off, as Touring Car looks set to be the best driving game EVER programmed by ANYONE. In fact, word reaches that IBM are planning to start driving lessons specifically for prospective Touring Car drivers. Oh all right, that's a lie.

SO THIS TOURING CAR - WHAT'S IT ALL ABOUT THEN?

Touring Car racing is the sort of thing boy men with they could do. Take an ordinary production car, take all the bits out, put in better ones so it goes at about 200 km/h and unleash it upon a variety of rugged twisty courses. The four big players in the world circuit, as we've previously mentioned, have given Sega loads of help, but the real daddy work has been on the shoulders of AM Annex, who've shaped the raw materials into a cohesive game. Once players kick off the action they have to perform a quick dash fying lap to decide their position on the starting grid in the race proper. This done, it's a matter of thrashing the human or drone driven with sheer speed. As usual there's a selection of viewpoints to make it easier, harder or more exciting for yourself. Whilst low angles will be able to afford to massive eight player links, keep your eyes peeled for the twin Touring Car units which'll be racing your local house rivals up this winter.



The RM boys are providing great things with the advent of the Touring Car Championship game... and why not? After all, with key members of the Sega Rally team doing the honors (with head of Sega Windows in control of the project), this could be the ultimate move to that three-hundred dollar! And it would be brilliant as the Saturn too!



Virtua Fighter 3



After what must be one of the biggest build-ups in the history of videogames, Sega's utterly astounding Virtua Fighter 3 has finally hit the UK and SEGA SATURN MAGAZINE was first in line to get a look at the machine and most importantly get a good playtest. So, after our in-depth examination of the backdrops, check out the goods on the character!

Well, it's finally here. And yes, it is totally remarkable and better than any arcade fighting game ever seen anywhere. Just as we suspected. If you've followed our VF3 coverage over the months, you'll know that Model 3 technology surpasses everything you'd ever seen before. You'll know that the new backgrounds with different levels of bright add hugely to the gameplay. You'll know that, well, VF3 is the future!

In this last VF3 feature for the time being, we give you the lowdown on the characters in the game, including small moves lists designed to clue you in quickly on some of the new techniques found in VF3. It's by no means a complete list, but it's enough to get you going and to show you just how AWESOME this game is.



One of Akira's old victory poses.



NEW MOVES TO TRY

- P+K
- P+K
- P
- P+K
- K
- P
- P+K



Little changed in terms of appearance from his Virtua Fighter 2 outing, Akira Yuki remains a powerful combatant with a penchant for surprising his opponent with a huge array of dodges, counters and powerful throws. The much vaunted Strain Pain of Doom is back and remains as highly impressive as ever it was.

Bring the cruiser, power up the cruiser, power up the cruiser... Akira Yuki has a new move using the bottom. Try □□ P+K for instance. Also note that many of his moves, like the famed Power Typhoon can now be strung into combinations, followed up perhaps with a □□ KK double kick.

CRANCER: Very strong. Akira has always been the main man for Virtua Fighter and now he's even deadlier.



Since the launch of the original Virtua Fighter, all of the AM department's fighting games including Virtua and Last Bronx have used the simple stick plus three buttons format. For 32X, it's a different, with the addition of the design/escape button shown above. It's used in some special moves too.



One of Akira's spectacular new moves, married with the old of the new escape button.



Jacky looks very cool indeed in Virtua Fighter 3. He's traded in his leather jacket for a more fashionable item, although the distinctive fine symbol remains on the back. This jacket is a lighter fabric, which lifts as he spins or if the wind catches it. In terms of new moves, Jacky is far more adept in the kicks department, being able to inflict multiple hits with single strikes.

Some new spinning punch combos have also been thrown in too. In all, Jacky remains a very rounded character whose new techniques are bound to make him even more popular. Whether his new techniques are enough to see him through to the final round of the new tournament remains to be seen.

CHANCES: Much the same as VF2. His multi-hit strikes make him more dangerous to people who know how to use him.



Jacky is one of the older Virtua Fighter characters that has really benefited from a full-on transformation thanks to the Model 3 technology. In these close-up shots (above), you really need to see the game in action to appreciate the wind whirling through his hair. It's simply amazing and changes dependent on what stage you're on!

NEW MOVES TO TRY

○PP○P
○PPPP
PP○PK
○PPL
SPR
P-4PK



Shen's drunken master tactics are more refined than in Virtua Fighter 2. Although he retains his ability to surprise his opponent with different levels of attack, he's far less likely to fall over suddenly and sit around waiting to get hit.



That person on a pose (aka Shen) is this conversation.



One of Shen's low-level attacks. This one is quite cool - it can be activated at range and hits at a level difficult to guard.



The first thing you noticed about VF2's Shen was his drunken bawling attacks. For VF3, he retains alcohol as the basis for his fighting spirit, but in the year since the last VF tournament he has learned to control it still further. That bawling means that he keeps the unpredictability and multi-level striking opportunities from VF2, but is far more of a refined character. Also in VF3, when he missed up an attack he was in open for a counter-attack. It was almost painful playing him. No more. New moves include some stunning throws and a bit more versatility in the combo department. Look out for an amazing new throw - a throw where Shen is standing on his hands. He leaps across the screen, catching and twisting his foe with his legs!

CHANCES: Shen's extra control is not at the expense of his unpredictability. He remains more of an enigma for potential opponents as opposed to a real contender.



Shen has a spectacular throw collected whilst standing on his hands (top). He also has a brilliant new multiple drunken slipping attack (middle) and his winning pose (bottom).

NEW MOVES TO TRY

SPR
○P○P
P-4
○PPPP1
○PPPP1
SE
○E-4
SE○P
○P-4 (Shen)



Jeffery's most powerful attack (and indeed one of the most handsome moves ever) is back in VHS. The backbreaker is a simple throw from behind which inflicts serious damage!



The difference between Jeffery in VFs and its sequel was very noticeable indeed. There's not really that much of a quantum leap in the transition from VF to this latest chapter in the saga. Most of Jeffery's innovations are in the basic attacks, with only a small smattering of new throws to get to grips with. Like Wolf, the new escape button gives him plenty of opportunity to finally strike back at the combo-based characters who have been his run in previous VF epics. One false move from his opponents followed by a Jeffery escape gives him plenty of potential to inflict massive damage. In fact, maneuvering behind his opponent and performing a back breaker is that much simpler in VFs. Another example of how the new escape move benefits the gameplay no end. Make no bones about it, Virtua Fighter 3 is absolutely brilliant, okay!

CHANCES: Fair to middling. In terms of prowess, Jeffery remains much as he was in VFs... just more powerful with an even larger range of specialty throws.



Jeffery wins! (Above) One's about to take a watery grave. (Below)



Use on the wrong end of a devastating throw.



NEW MOVES TO TRY

- P+K
- ○ PP
- PP ○ P
- ○ P
- PP
- ○ P
- KP
- P+K
- ○ P
- REP
- K+K
- ○ P+K (throw)
- P+K (throw)

NEW MOVES TO TRY

- KK
- P+P
- K
- K+K
- P+K
- K+K
- W+K
- P+K
- K+K
- KK
- P
- P+K (throw)



"Before you have to throw me!"



Driven utterly mad by the Jy Syndicate's booksmashing, Sarah Bryant is finally on the road to recovery thanks to assistance from Brother Jacky. In terms of appearance, Sarah has opted for two new costumes. The first is a black, cleavage-revealing top with lycra trousers and high heels. The second is a hot pink/crop-top combo. The Jy Syndicate's booksmashing has obviously moved on a stage since VFs since Sarah now sports a rather fetching Southern Belle American accent!

In terms of moves, Sarah has been kind of out with plenty more kicks and new PK variants... as if she doesn't have enough already! What is perhaps more intriguing is her apparent mastery of the escape/dodge button. With her speed she seems to have taken to the new system like a duck to water, making her even more powerful!

CHANCES: Sarah seems to have adapted most to the new escape routine. Coupled with her speed and aggression, she stands a very good chance indeed.



Taken down by Po, the other fast, combo-based female in the Virtua Fighter series.



Maneuvering behind Po, Sarah executes a simple P+K throw.



NEW MOVIES TO TRY

- S-B
- ○ P-B
- S-B
- P
- ○ P
- PP ○ P
- PPK
- SS
- S-B
- SS
- P-B (throw)
- ○ P-B (throw)
- P-B (throw from behind)
- P-B (throw)



In her new, striking Chinese costume, Pai looks ten times better than ever she did in Virtua Fighter 2 with the lighting on the stages really bringing out the graphics well. She's lovely as far as videogame characters who don't really exist go. So what's the deal with Pai in the combat arena? She remains probably the fastest fighter in the game,

attacking with lightning speed and devastating combination attacks. The new game really boosts Pai's combo facilities, adding a huge range of different linkable attacks to her already strong arsenal. Her speed makes her good at dodging with the escape button and retaliating with a combo.

CHANCES: Fairly strong. However, Pai is very strong in the area of combos... which is what the escape button is good at avoiding.



Taka uses their power to overwhelm his opponents in real style. This cocky-looking stomp puts paid to Andy Bryant (above).

PRELIMINARY MOVIES LIST

BASIC MOVIES

- PPPPPP
- ○ PP
- P-B
- ○ P
- P-B
- P
- ○ P
- ○ P
- P-B
- P-B
- P
- ○ P
- PP
- SS
- SS
- P-B



THROWS

- ○ P-B
- P-B
- P-B (from behind)
- P-B
- P-B
- P-B
- ○ P-B
- P-B (on-crouching opponent)

Sporting either the basic sumo jock strap or full-on ceremonial outfit, Taka Arashi dominates the arena thanks to his bloody huge build. His huge size is reflected in his fighting style. Just like a real sumo he uses his muscles to literally wrestle his way through his opponents, power-bouncing his way through all opposition. Taka Arashi is similar in style to Street

Fighter's Banzai. He's very large, but slower than the Pai and Sakura of the genre, but once he has a hold of you, you can't let go. He's impressed by his sheer power. The best example of this power has to be when he gets his foe into a wrestling grapple. It can literally throw any one around as if they're nothing more than a rag doll.

CHANCES: Not immediately as adaptable and powerful as Pai, Taka's full potential will only become clear after expert gamers have got to grips with him.



As well as the trademark Sumo stomp (also shown on this page), Taka can also throw his opponents as they lie helplessly on the ground. Taka Arashi also delights in smacking his foe repeatedly against the walls in Virtua Fighter 2 (below). Just a sample of some of his amazing techniques!





Strength does remain something of an issue considering that everybody else is more powerful too, and Lion's reliance on his unpredictability needs to be bolstered with more new moves than have currently been revealed. His propensity for floating attacks also seems improved, but he's still a bit of a question mark still, fans of Lion from VF2 should be well satisfied.

CHANCES: Something of a wild card. His propensity to attack at multiple heights gets added significance on the uneven ground of VF3's stages.



lateral techniques in VF2. Some of his new throws are absolutely incredible, including some bloody brilliant mid-air interceptors! Kage was runner-up to Akira in VF2 - does he have the power to be victorious in this contest? Is Kage truly the most powerful of all ninjas?

CHANCES: A worthy opponent. Kage was dynamic in VF2 and even more powerful now. A potential champion if you're willing to persevere and learn to make full use of his ninja cunning.



This throw up is followed by a combo.



- NEW MOVES TO TRY**
- ○ ○ ○ ○ S-H
 - ○ ○ P
 - P-H
 - S-H
 - S
 - S-H
 - S-H (throw)
 - P-H (throw)



The cool freethinker returns to the Virtua Fighter arena, faster, meaner and braver than ever before. Lion excelled in VF2 thanks to the lightning speed and unpredictability of his attacks. In VF3, he's even more effective in this regard, and he's been armed with some incredible throws, including one where he jumps on his opponent's head and uses their neck as a springboard! Lion was always a character with a most distinctive style - this time he's stronger whilst retaining his speed, making him a most powerful combatant indeed.

New moves and old. A repeated smash to the face (above) represents the former. The Tea Foot Step (below), the latter.



NEW MOVES TO TRY

- PP
- SS
- S-H
- PP-H
- S-H
- PP ○ P
- P-H (throw)
- P-H (throw)



NEW MOVES TO TRY

- P-H
- P
- S-H
- P-H
- S-H
- P-H
- PP ○ P-H
- P-H (throw)
- P-H (throw)
- P-H (throw)



In terms of appearance, Lau retains the traditional Chinese look, although superior Model 3 technology means more intricate design and more realistic "flexible" bits on his costume.

CHANCES: Fair. Lau is still the master of combination attacks second to none, but is this enough when the escape button's express purpose is for dodging combos?

The winner of the first Virtua Fighter competition is smarting after defeat at the hands of Akira. In the second VF tournament and has sworn revenge against Akira and his daughter Pai. To this end he has harnessed the power of the combination strikes to new levels. Rather than improving the variety of his combos, he has dedicated himself to mastering new forms of floating attack and then following up. Whether this will be totally successful remains to be seen, as the escape button can effectively compromise the long and drawn-out combat that Lau excels at.

CULT HITS

BY	SEGA
PRICE	£59.99
RATING	94%

Fighting Vipers



GAME OF THE MONTH
SEGA SATURN MAGAZINE

Not two, but three Fighting Vipers games. Like any good fighter, this 3D one is an extravaganza that has got it all. Where it's at, it's at. The game style, where it's at, is the game style. Where it's at, it's at. The game style, where it's at, is the game style.

It's a two-on-two fighting game. It's a two-on-two fighting game. It's a two-on-two fighting game. It's a two-on-two fighting game.

It's a two-on-two fighting game. It's a two-on-two fighting game. It's a two-on-two fighting game. It's a two-on-two fighting game. It's a two-on-two fighting game. It's a two-on-two fighting game. It's a two-on-two fighting game. It's a two-on-two fighting game.

BY	SEGA
PRICE	£44.99
RATING	94%

Sega Worldwide Soccer '97



Football games have been improving all the time on the Saturn. As programmers utilise the greater potential of 3D technology, we've seen the graphics and animation becoming ultra-realistic. What hasn't necessarily improved as a par with the game essentials is the playability of a title.

The arrival of Sega Worldwide Soccer '97, however, heralds a new standard in playability. The reason for this is essentially to do with the logic which incorporates not only football's beauty but its unpredictability as well. Just like their real-life counterparts, players can make errors, and the game adjusts accordingly with centre goal-mouth scrambles or sudden attacks on the break. As well as the usual plethora of moves available to players, WW '97 also includes some of the lesser known techniques like the 'Wendie' (shimmy or dummy on the instep). This all goes to make it the most comprehensive footy sim to date and a must for fans of the genre.



It's coming home, it's coming home...



It's gone to Germany, it's gone to Germany.



BY	SEGA
PRICE	£44.99
RATING	A83

DESTRUCTION DERBY

When *Destruction Derby* finally turned up, a bad feeling told us this was going to be a bit stiff. Maybe it was the fact that all the hype accompanying the PlayStation version had long since died out. Maybe it was the relatively uninspired conversion of Wydau's, Pyrynski's other big driving title. Or maybe it was the fact that Sega seemed a little reluctant to release the game at all.

As it turned out, our fears were confirmed and what you get with *Destruction Derby* is a mediocre game in the extreme. The graphics are hugely disappointing, especially the smoke effects which verge on the comic. All of the gloss and sheen has been lost, leaving only the gameplay which isn't particularly diverse anyway. No doubt the game will still find a niche in the market and to its credit, some fun can be gleaned simply from colliding with other cars. As soon as this novelty wears off though, *Destruction Derby* is destined for the scrap heap.

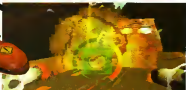


BY	SEGA
PRICE	£44.99
RATING	B75

BLAM! MACHINEHEAD

Even have been turning on the style a bit of late, what with the excellent *Yank Railer* and now *Blam! Machinehead*. While the latter lacks some of the diversity of *Yank Railer*, it nevertheless provides some first-class action from a first-person perspective.

The plot involves around the usual alienhead/scientist dichotomy and the gameplay is all about blasting such types away while exploring the levels for ways to get to new levels. Admittedly this gets a bit samey at times but played in bursts, *Blam! Machinehead* has got enough in it to provide Johnny Gamespace with the requisite thrills. The graphics are excellent with some impressive light scoring and detailed sprites, and the difficulty of the game means it's not going to end up on the shelf after a couple of days.



BY	JVC
PRICE	£39.99
RATING	A25

HIGHWAY 2000

If ever there was a dubious concept then this is it, suggesting the mere seely image of gamers as social outcasts living out a self-imposed exile in their bedrooms, their only comfort being some plasticated babe staring out of the VDU! You see, *Highway 2000* is a racing game featuring scantily clad females as navigators.

Rather than concerning themselves with the various curves and contours of the road, they concentrate on either praising or damning your masculinity depending on how well you're driving. As for the driving itself, it's far too dull and predictable to maintain your interest for long. The tracks lack variety and all look very similar, and the cars handle more or less identically, making it a very uninteresting game to play. Make no mistake, *Sega Rally* this isn't.



BY	EA
PRICE	£44.99
RATING	505

Space Hulk



It's official, alien lifeforms exist. And because they have a fondness for retail whole numbers they'll be turning up in the year 2000. And they'll all be destroyed immediately because they are, after all, *amerebs*. But while the reality is hardly all that thrilling, the Saturn continues to see some pretty wild imaginations at work. This time it's *Space Hulk*, a mutant that resembles a giant piece of pork grille and is pretty *erotic* with it.

From a first-person perspective, it's your job to hunt down such aesthetic aberrations and, with the help of a team of commandos, wipe the blighters out. *Space Hulk* manages to distinguish itself from the files of *Alien Trilogy* and *Exhumed* by involving a good deal more strategy. It might seem a little overly complex at first, but it soon becomes a really challenging and exciting blood fest.



BY	ACCLAIM
PRICE	£29.99
RATING	925

BUBBLE BOBBLE PACK

Diving into the past in search of classic 'ye olde' games has become a bit of a habit on 32-bit consoles. Acclaim has snapped up another '80s classic – well two classics in fact, in the shape of *Bubble Bobble* and *Rainbow Islands*. Now while these might look like naff old games, they are in fact brilliant. *Bubble Bobble* is an addictive mixture of platform and strategy, your bubble blowing dweebs, Bub and Bob, waddling about the platforms in search of enemy sprites and reaped power-ups.

This in itself wouldn't merit the cost of the game but with two versions of the underated *Rainbow Islands* in there as well, it most definitely is. *Rainbow Islands* again mixes the platform action with strategy but also includes loads of secret rooms and hidden techniques. The cynical among you might resent the release of further retro titles, but with *Bubble Bobble Pack*, while the graphics might hark back to an earlier age, the gameplay is as refreshingly original as ever. The addictive gameplay means that it's a positively inescapable title, and there aren't a great many modern games you could say that about so there. And it's only thirty quid which means it won't burn a proverbial hole in your pocket.



The legendary Bub and Bob are back and they're as addictive as ever. Excellent in both one and two-player, this is a winner for sure.

Introducing...



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GRANDIA

This month we have a decent feature on Dark Sector, the new RPG from Climax - the creators of Megadimension Neptunia. Well, in Japan, gamers are already gearing themselves up for the next great Saturn adventure title. Its name? Grandia.

This new game is being developed by Game Arts - one of Japan's most respected names. These are the guys behind the acclaimed Silphard on Mega-CD and of course the recently released Gun Griffon (rated at 88% in issue #9). Grandia, however, looks like being one of the most spectacular looking RPGs to date.

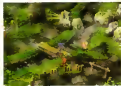
So what's so great about it all? Well, Game Arts are renowned for their technical expertise - with a huge understanding of the workings and applications of 3D. Unlike Dark Sector, this isn't just an action RPG - a huge range of options are available concerning interactivity with objects and people. So, whilst you can rotate the landscape around like Climax's classic, Game Arts have also worked on making the surroundings very real. Also, unlike Dark Sector, all of the objects are real time 3D textured polygons - not just scaled sprites.

Still not convinced about the brilliance of Grandia - even with these brilliant screenshots? Well, get this: Game Arts have enlisted the aid of one of Japan's foremost computer graphic rendering artists to produce the visuals along with a member of the world-renowned Skywalker Sound (owner: one George Lucas) to come up with the audio side of things.

We'll be following the progress of Grandia over the coming months - can it match up to the expected brilliance of Squaresoft's forthcoming PlayStation RPG, Final Fantasy VII? Only time, and indeed so, can tell.



One of Japan's foremost CG artists is responsible for Grandia's amazing look. Feed your eyes!



Grandia has been a project a long time in the making. Despite the fact that we have only just heard of it, the game was originally conceived as a Mega-CD project!

You! We know, Vender, Sir!

If it is all right with your good self, I would be most keen indeed on getting the fine publication known as SEGA SATURN MAGAZINE put aside for me on a monthly basis, whereupon I shall render your fine establishment and purchase said journal.

NAME

ADDRESS

NEXT MONTH...

In a word: AWESOME! We'll be checking out: Daytona Championship Circuit Edition - Reviewed! Crime Wave! Full on interviews with the creators of Virtual On and the new 3D Street Fighter EX coin-op! More incredible stuff with Doom, Scorchers and Amek! And yet more stuff! Oh yes. By the way, how does the idea of a brilliant Virtua Cop 2 review sound?

SEGA SATURN MAGAZINE, December issue, Number 14, Out 14 November. Price £2.75.



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SAFETY RELEASE LIST

City	Year	Population	Area (sq. mi.)	Density (/sq. mi.)	State
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Albany, N.Y.	2000	20,000	15.0	1,333	N.Y.
Albany, N.Y.	2010	20,100	15.0	1,340	N.Y.
Albany, N.Y.	2020	20,200	15.0	1,347	N.Y.
Albany, N.Y.	2030	20,300	15.0	1,353	N.Y.
Albany, N.Y.	2040	20,400	15.0	1,360	N.Y.
Albany, N.Y.	2050	20,500	15.0	1,367	N.Y.
Albany, N.Y.	2060	20,600	15.0	1,373	N.Y.
Albany, N.Y.	2070	20,700	15.0	1,380	N.Y.
Albany, N.Y.	2080	20,800	15.0	1,387	N.Y.
Albany, N.Y.	2090	20,900	15.0	1,393	N.Y.
Albany, N.Y.	2100	21,000	15.0	1,400	N.Y.
Albany, N.Y.	2110	21,100	15.0	1,407	N.Y.
Albany, N.Y.	2120	21,200	15.0	1,413	N.Y.
Albany, N.Y.	2130	21,300	15.0	1,420	N.Y.
Albany, N.Y.	2140	21,400	15.0	1,427	N.Y.
Albany, N.Y.	2150	21,500	15.0	1,433	N.Y.
Albany, N.Y.	2160	21,600	15.0	1,440	N.Y.
Albany, N.Y.	2170	21,700	15.0	1,447	N.Y.
Albany, N.Y.	2180	21,800	15.0	1,453	N.Y.
Albany, N.Y.	2190	21,900	15.0	1,460	N.Y.
Albany, N.Y.	2200	22,000	15.0	1,467	N.Y.
Albany, N.Y.	2210	22,100	15.0	1,473	N.Y.
Albany, N.Y.	2220	22,200	15.0	1,480	N.Y.
Albany, N.Y.	2230	22,300	15.0	1,487	N.Y.
Albany, N.Y.	2240	22,400	15.0	1,493	N.Y.
Albany, N.Y.	2250	22,500	15.0	1,500	N.Y.
Albany, N.Y.	2260	22,600	15.0	1,507	N.Y.
Albany, N.Y.	2270	22,700	15.0	1,513	N.Y.
Albany, N.Y.	2280	22,800	15.0	1,520	N.Y.
Albany, N.Y.	2290	22,900	15.0	1,527	N.Y.
Albany, N.Y.	2300	23,000	15.0	1,533	N.Y.
Albany, N.Y.	2310	23,100	15.0	1,540	N.Y.
Albany, N.Y.	2320	23,200	15.0	1,547	N.Y.
Albany, N.Y.	2330	23,300	15.0	1,553	N.Y.
Albany, N.Y.	2340	23,400	15.0	1,560	N.Y.
Albany, N.Y.	2350	23,500	15.0	1,567	N.Y.
Albany, N.Y.	2360	23,600	15.0	1,573	N.Y.
Albany, N.Y.	2370	23,700	15.0	1,580	N.Y.
Albany, N.Y.	2380	23,800	15.0	1,587	N.Y.
Albany, N.Y.	2390	23,900	15.0	1,593	N.Y.
Albany, N.Y.	2400	24,000	15.0	1,600	N.Y.
Albany, N.Y.	2410	24,100	15.0	1,607	N.Y.
Albany, N.Y.	2420	24,200	15.0	1,613	N.Y.
Albany, N.Y.	2430	24,300	15.0	1,620	N.Y.
Albany, N.Y.	2440	24,400	15.0	1,627	N.Y.
Albany, N.Y.	2450	24,500	15.0	1,633	N.Y.
Albany, N.Y.	2460	24,600	15.0	1,640	N.Y.
Albany, N.Y.	2470	24,700	15.0	1,647	N.Y.
Albany, N.Y.	2480	24,800	15.0	1,653	N.Y.
Albany, N.Y.	2490	24,900	15.0	1,660	N.Y.
Albany, N.Y.	2500	25,000	15.0	1,667	N.Y.
Albany, N.Y.	2510	25,100	15.0	1,673	N.Y.
Albany, N.Y.	2520	25,200	15.0	1,680	N.Y.
Albany, N.Y.	2530	25,300	15.0	1,687	N.Y.
Albany, N.Y.	2540	25,400	15.0	1,693	N.Y.
Albany, N.Y.	2550	25,500	15.0	1,700	N.Y.
Albany, N.Y.	2560	25,600	15.0	1,707	N.Y.
Albany, N.Y.	25				

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